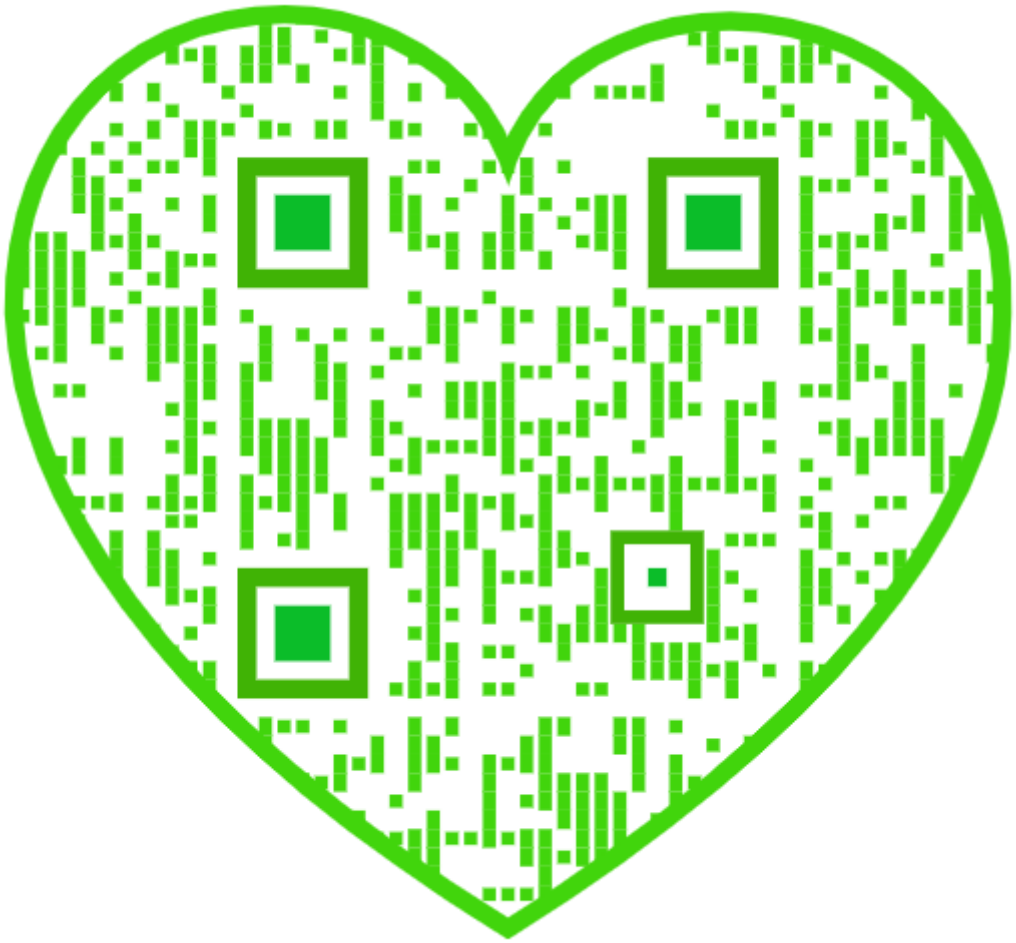

Whist Up To Date

Revised, Enlarged and Explained, being a Practical, Simple and Reliable Guide to the Game

By

CHARLES STUART STREET

NEW YORK

DODD, MEAD AND COMPANY

1903

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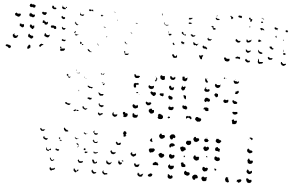

PART I.
THE LONG-SUIT GAME.

To
EMILY T. DAVIS,
my dear friend and esteemed
fellow craftsman,
this part of my book is affectionately dedicated.
CHARLES STUART STREET.

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INTRODUCTION.

This book is the result of many years' experience in the teaching of whist. During this time the author has used, with such success, the plan of the game and the conventions herein set forth, that he now is led to offer them to the general whist-studying public.

This is not a manual for advanced players. It contains no abstruse mathematical calculations; it deals in no theories; it propounds no brilliant *coups*. It aims simply to be a practical exposition of the game, explained and so arranged as to be not only methodical but easy to grasp and to remember. It presents a system which, when once thoroughly studied and fixed, equips the student with an intelligible alphabet wherewith to express the results of his deductions and inferences.

WHIST UP TO DATE.

The Manner of Play.

You should sort your cards carefully and arrange each suit in numerical order.

It is wise to arrange your suits alternately, first red and then black; you may thus prevent possible mistakes.

Count your cards; if you can remember late in the hand that you had four spades originally and now see but one left, that fact will help you to remember how many rounds of the suit have been played.

Do not lead until the other players are ready. A hasty lead is apt to hurry them and you do not care to win through your adversaries' confusion.

If you are the dealer, place the turned-up trump in your hand just after the first trick is turned.

Should you win the first trick on your side

it becomes your partner's duty to gather up that and all subsequent tricks which your side wins during that hand, and *vice versa*.

If you are playing duplicate whist, be sure that the arrow, or the hand, or the device used to indicate North's hand is pointing right, before you take up your cards. In order to facilitate scoring, place the cards in the tricks which your side wins so that they point lengthwise towards you ; the others, sidewise. Each card should overlap the one before it. By this means an error in count is easily found and rectified.

Many players seem to labor under the delusion that whist is a species of refined slap-jack and that the acme of good play consists in shooting their cards at the center of the table and then grabbing for the complete trick, as though manual dexterity in securing it were a title to its possession. Whist is a dignified game. The player who flings his cards, who snaps them down, or who grabs, is playing the wrong game ; he not only exposes his ignorance of whist etiquette but he annoys the other players.

CHAPTER I.

OPENING THE HAND.

The original lead is the keynote to the hand. From it your partner builds up his play ; to it your adversaries adjust theirs.

Were the object in whist to take as many tricks as possible as soon as possible, it would be easy to lead one's taking cards in simple succession regardless of length of suits. This too frequently is done by a shallow player who holds, for example, two suits, one being Ace, King, and two small cards, the other, Knave, and four small. He opens the first, winning two tricks and probably establishing it for some other player. His hand is then, to all intents and purposes, dead, and thence springs his lack of all further interest in it. A wise player, on the other hand, opens the longer five-card suit; he may lose the trick and not clear his suit but he regains the lead as soon as his Ace-King suit is led. He can now lead

his long suit the second time. Should this clear it, as in all likelihood it will, he has still his Ace left to re-enter the game with. In the first case he fires two shots and retires from the field; in the second he remains an active force in the conflict until the middle of the hand, perhaps later. In the first case he can be of no possible assistance to his partner save where a signal has been played on his Ace and King; in the second, he announces his suit, not only clears it probably, but also secures the lead several times during the hand, being thus ready to aid his partner in any plan of campaign he may have advanced.

Too many players lead high cards in their short suits first; then with exhausted hands, sit back and wait for a new deal which may bring them more high cards to meet with similar treatment.

CHAPTER II.

THE ORIGINAL LEAD.

In opening the hand, lead first from your longest suit. Almost any suit containing at least five cards thus becomes a good one to open. With no five-card suit you can open a suit of four which contains one honor or more. Should your long suit, however, consist of but *four* cards with no honor, it is stronger whist to lead if possible a strengthening card in another suit. (See chapter on Forced Leads.) Such a lead now is not taken to be an announcement that you have four trumps. It says simply that you are unable at the start to open profitably your four-card suit. It may be because that suit is trumps, or because it is a suit of such little worth that it seems folly to risk upon it any high card your partner may have.

Holding *six* trumps you should lead them.

Holding *five* trumps you should lead them, except in the one case where they do not con-

tain two honors and when you have no suit of four cards which can be established.

Holding *five* trumps and a five-card suit, lead the trumps first. Should your partner help you, you can easily exhaust trumps and probably bring in your suit. Should the trump lead seem unprofitable to continue, you can use your remaining trumps to ruff with ; and this is something the adversaries, not knowing your change of plan, are apt to force you to do, with the idea of weakening your hand. Should you not lead five trumps for any reason, you must exercise care to signal for them upon your partner's showing a good suit.

Holding *four* trumps and some other good five-card or four-card suit you would better lead and establish the plain suit before leading the trumps. It is rarely wise to lead your trumps as an original lead. But, after some suit has been established in your hand or your partner's, in the absence of a trump call from the other side, four trumps are apt to prove of enormous value.

Holding *four* trumps and three three-card suits, do not lead trumps except when the other suits contain good taking cards. Without such good cards it is better to lead a weak suit headed by Knave or Ten or Nine. You will

thus not commit the absurdity of exhausting trumps for some strong suit of your adversaries. A player who leads trumps in the hope that his partner may prove strong in them, or because he thinks his partner ought to have some good suit, fails to remember that, with two adversaries and but one partner his chance is exactly one against two, a dangerous speculation.

Holding fewer than four trumps you should lead them only with strength in *all* the other suits or with a *postponed* hand. (See chapter on Forced Leads, last part.) On this ground the initial lead of a single trump—not necessarily the Ace—is often successful.

Holding a singleton in a plain suit you should lead it only when holding great strength in trumps and desiring them led. As when King is turned to your right and you hold Ace, Queen, and four small in trumps. A singleton here may prove an excellent lead. Upon your trumping that suit the second round, the adversaries are very likely to make a dash at trumps only to their cost.

The "Albany lead"—leading a weak suit originally with an honor turned to the right, to show trump strength—has been given up by most players.

CHAPTER III.

ANALYSIS OF HANDS.

Thirteen kinds of hands are here scheduled.

The proper card to lead from each hand is in brackets.

TRUMPS.	PLAIN SUIT.	PLAIN SUIT.	PLAIN SUIT.
A. Q. x [x] x x.	K. Kn. x.	Kn. x.	x x.
K. 10 x [x] x x.	x x x.	x x.	x x.
K. Kn. x [x] x.	K. x x.	Q. x.	Kn. x x.
K. x x [x] x.	K. Kn. x x x.	x x.	Q.
A. x x [x] x.	A. Kn. x x.	K. x.	x x.
x x x [x] x.	A. Q. x x.	10 x x.	Kn.
x x x x x	Q. x x.	K. x.	[Kn.] x x.
A. Q. x x.	K. 10 x [x].	Kn. x x.	A. x.
Q. x x.	10 x x x.	K. x x.	[10]. x x.
K. x x [x].	K. Q. x.	A. K. x.	K. Kn. x.
K. Kn. x x.	K. x. x.	x x x.	[10]. x x.
[Kn.] x.	A. Q. 10 x.	A. Q. Kn.	K. Kn. 10 x.
[x].	A. Q. Kn. x.	K. Q. Kn. x.	A. Kn. x x.

NOTE: x—a card of no particular value, generally low.

CHAPTER IV.

THE LEAD OF ACE.

The Ace is led properly from a long suit of five or more, or from the Queen and Knave in a suit of any length, but never from both King and Queen: as when holding,

1. A. K. x x x (+). (See foot note.)
2. A. Q. Kn. x (+).
3. A. x x x x x (+).

In detail.

	Holding	Lead
1.	A. K. x x x (+).	A. then K.
2.	A. Q. Kn. x.	A. then Q.
	A. Q. Kn. 10.	A. " 10.
	A. Q. Kn. x x (+).	A. " Kn.
	A. Q. Kn. 10 x (+).	A. " Kn.
3.	A. x x x x x (+).	A. then 4th best.

NOTE—x=small card. (+)="or more."

In case (2), while Ace led proclaims a probable long suit, yet when it is followed by Queen or 10, later information is immediately voiced and a suit of four only is shown.

In case (3) it is better to lead fourth best with even six in suit, if holding four trumps.

In case (3) the second lead, after leading Ace is the *original* fourth best, the third best now remaining in hand.

The old lead of Ace from Ace, without King, in a five-card suit, has now been generally abandoned. Most sound players prefer to lead fourth best from five cards headed by the Ace even when such high cards as Queen, or Knave, or Knave and 10 are present.

THE ACE LED PROCLAIMS EITHER GREAT LENGTH OR THE PRESENCE OF THE QUEEN AND KNAVE.

CHAPTER V.

THE LEAD OF KING.

The KING is led properly from *four* or fewer, when it occurs with Ace, or Queen, or both: as when holding,

1. A. K. x x.
2. A. K. Q. x.
3. K. Q. x x.

In detail.

	Holding	Lead
1.	A. K. x x.	K. then A.
2.	A. K. Q. x.	K. then Q.
	A. K. Q. Kn.	K. then Kn.
3.	K. Q. x x.	K. then 4th best,
	K. Q. Kn. x.	K. then Kn.
	K. Q. Kn. 10.	K. then 10.

In the first case under (3), K. Q. x x., should the Ace win the first trick you lead Queen next.

THE KING LED PROCLAIMS A SUIT OF NOT MORE THAN FOUR, AND EITHER ACE OR QUEEN—PERHAPS BOTH.

CHAPTER VI.

THE LEAD OF QUEEN.

The QUEEN is led properly from *five* or more, when it occurs with the King. (Ace also may be present but not Knave): as with

1. A. K. Q. x x (+).
   K. Q. x x x (+).

In detail.

	Holding	Lead
1.	A. K. Q. x x.	Q. then A.
	A. K. Q. x x x (+).	Q. then K.
2.	K. Q. x x x (+).	Q. then 5th best.

In case (1) you go to the head of your suit for your second lead when holding exactly the minimum number—*five*—from which Queen can be led.

In case (2), if Queen forces Ace on first round, you continue of course with King.

THE QUEEN LED PROCLAIMS A SUIT OF FIVE OR MORE, AND THE KING—PERHAPS ACE ALSO, BUT NEVER THE KNAVE.

CHAPTER VII.

THE LEAD OF KNAVE.

The KNAVE is led properly from *five* or more, when it occurs with both King and Queen. (Ace also may be present): as when holding,

1. A. K. Q. Kn. x (+).
2. K. Q. Kn. x x (+).

In detail.

	Holding	Lead
1.	A. K. Q. Kn. x.	Kn. then A.
	A. K. Q. Kn. x x.	Kn. then K.
	A. K. Q. Kn. x x x (+).	Kn. then Q.
2.	K. Q. Kn. x x.	Kn. then K.
	K. Q. Kn. x x x (+).	Kn. then Q.

In both cases (1) and (2) note that you go to the head of your suit for your second lead when holding exactly the minimum number—*five*—from which the Knave can be led. Holding more than five you lead a lower card for your second lead.

In case (2) Knave, whether it wins or loses, must be followed by another high card. An adversary, in doubt whether it is a very strong or very weak lead, may hold up the Ace.

THE KNAVE LED PROCLAIMS A SUIT OF FIVE OR MORE, AND BOTH THE KING AND QUEEN—PERHAPS ACE ALSO.

CHAPTER VIII.

THE LEAD OF TEN.

The TEN is led properly from *four* or more, when it occurs with Knave, and Queen: as when holding,

1. Q. Kn. 10 x (+).

In detail.

	Holding	Lead
1.	Q. Kn. 10 x.	10
	Q. Kn. 10 x x (+).	10

In case (1) lead a high card the second time regardless of what happens on the first round; therefore follow with Queen in the first suit, Knave in the second. (See next chapter.)

The author was the first to advance this lead of the Ten which has now been accepted by the greater number of writers and players. Previously with this combination the Queen had been led, to the great confusion of the Queen leads.

The Ten used to be led from the combination of King, Knave, Ten, and small. The fourth-best has been found now to be the better lead.

THE TEN LED PROCLAIMS FOUR OR MORE, INCLUDING BOTH QUEEN AND KNAVE.

CHAPTER IX.

SECOND LEAD.

It will be noticed, and must be remembered, that, having led a high card originally from your suit, and being obliged to continue with another high card, you are to choose, when holding two cards of equal value, the higher to show a short suit, the lower to show a long suit. *High* and *short; low* and *long*.

This principle does not apply to the King lead as that shows a short suit in itself.

Thus, having led Ace, you follow with Queen from a short suit and Knave from a long one.

Having led Queen you follow with Ace from a short suit—exactly five—the minimum number from which Queen can be led, and King from six or more.

Having led Knave from Ace, King, Queen, Knave, and others, you follow with Ace from exactly five, the minimum number from which

Knave can be led, King from six, and Queen from seven.

Having led Knave from King, Queen, Knave and others, again you show five exactly by following with King; six or more by following with Queen.

Having led Ten from Queen, Knave, Ten, and others, again you show a short suit of four by following with the Queen, and a suit of five or more by following with the Knave.

CHAPTER X.

THE LEAD OF FOURTH BEST.

Not holding any combination from which a high card would be led properly, you must open your suit with a small card. In doing so you should count down and lead the *fourth best* from the top of your suit.

Therefore holding King, 10, 9, 2, you should lead the 2, but holding King, 10, 9, 7, 2, you should lead the 7.

When the fourth best is a high card like the 6, 7 or 8, you give very important information to your partner, namely, that you hold at least three cards higher than the card led, perhaps other lower ones.

Also, if you open your suit with the 4 for example, you announce three cards higher: if then you follow with a 3 or 2, you must still hold your three higher cards and thus have shown an original *five-card* suit.

So also, the 2 led shows a four-card suit as you have only three cards above and can have no card below.

CHAPTER XI.

DRILL TABLE.

Many easily learn to lead correctly themselves, yet do not readily credit their partners with both the right high cards and the proper number remaining in hand after two leads of a suit. For such, the following table has been prepared: it should be conned and mastered, when it will be found that the proper inferences soon become so mechanical as to demand little or no effort of memory or attention. Your partner's first and second leads are given in the first column: in the second are found the right cards and the number remaining in his hand: also what cards he can *not* properly have.

He leads	He has left	Not
A.—K.	x x x (+).	Q.
A.—Q.	Kn. x.	10
A.—Kn.	Q. x x (+).	
A.—10.	Q. Kn.	

He leads	He has left	Not
K.—A.	x x.	Q.
K.—Q. (King wins).	A. x.	Kn.
K.—Kn. " "	A. Q.	
K.—Q. (King loses).	x x.	Kn.
K.—Kn. " "	Q x.	10.
K.—10. " "	Q. Kn.	

Q.—A.	K. x x.	Kn.
Q.—K. (Queen wins).	A. x x x (+).	Kn.
Q.—K. (Queen loses.)	x x x (+),	Kn.

Kn.—A.	K. Q. x.
Kn.—K. (Knave wins).	A. Q. x x.
Kn.—Q. " "	A. K. x x x (+).
Kn.—K. (Knave loses).	Q. x x.
Kn.—Q. " "	K. x x x (+).

10—Q.	Kn. x.
10—Kn.	Q. x x (+).

CHAPTER XII.

FORCED LEADS.

These are leads from three-card or two-card suits. When you have exhausted your own suit, or when circumstances forbid your continuing it, you are often driven to lead a suit of but three or two cards.

Or you may be obliged to lead a weak suit originally from one of the three following causes:

1. Your four-card suit may be trumps, in which case it is folly to lead them unless you have other high cards to make.

2. Your four-card suit may be Ace, Queen, and two low ones whereupon you would better wait for some other player to open it.

3. Your four-card suit may be ten high or nine high in which case it will profit you nothing to lead it.

NOTE.—If driven to lead such a suit it is certainly better for you to lead the highest card

in it. Your partner, for the time being, may be deceived into the belief that you have but three. But such belief cannot harm him as much as the lead of a small card from such a suit, telling him as it does tell him that you are opening your strong suit and implying the promise of future tricks therefrom.

In short for you to open a suit with a two or any such low card which shows four, should promise your partner that in that suit you have one honor if not two.

There are six combinations of three cards each which are led like four-card suits, as follows:

Holding	Lead
A. Q. Kn.	A. then Q.
A. K. Q.	K. then Q.
A. K. x	K. then A.
K. Q. Kn	K. then Kn.
K. Q. x. (King wins).	K. then x.
Q. Kn. 10.	10 then Q.

In all these cases your partner can credit you with but one more card, a misapprehension he is forced to labor under.

Holding a suit of three cards containing two honors not in sequence, or any single honor except Knave, lead low.

Holding a suit of three, with no card higher than Knave, lead the highest; also if compelled to lead again, lead the next highest.

Exception: Holding Queen, Knave and one low, lead Queen.

Holding a suit of two cards only, with neither Ace nor King, lead the higher of the two.

The reason for leading your best card in the last cases of three and two cards respectively is as follows: Holding Ace and two small, you lead low as Ace is good at any time. Holding King and two small, again you lead low as you have *two* leads in which to draw the Ace. Holding Queen and two small, again you lead low, having again *two* leads in which to draw King and Ace, thus establishing your Queen. But with Knave and two small the case is far different. Here you have passed the limit. You cannot in two low leads exhaust Ace, King and Queen unless your partner has one of them. If he has nothing in that suit you cannot possibly make your Knave. If he has high cards or a high card,

you would better assist him and lead him your best card. What is true of the Knave is true of any lower card at the head of a three-card suit.

So with Ace and one small or King and one small, you lead low, but with Queen and one small, yon cannot win a trick unless your partner has Ace or King, therefore again you give him your best card. This you do in all two-card suits when you hold neither Ace nor King.

Having led the top of a weak suit of three cards you must be careful also, not only *to lead* the higher of the two remaining cards should you lead the suit again, but also *to follow* with the higher upon some one's else lead. Thus, holding Knave, 7, 2, if you lead the Knave, and it is won by an adversary and that suit is led again you should play the 7, not the 2. Your partner, missing the small card can count it in your hand. To play the 2 next after the Knave would mark you with no more. So also when you have led the top of a four-card suit with no honor in it, do not play your lowest card until last. Possibly there might occur a case where, having led 10 from 10, 9, 4, 2, or from 10, 9, 8, 2, there would seem to be a chance of clearing the 9 or 8, in which case

the lowest card may be played to protect the suit. But the usual supposition is that the play of the smallest card you can hold in that suit, marks you with no more.

Avoid if possible opening any weak suit with a card lower than the nine.

FORCED LEADS IN TRUMPS.

In two cases an original weak lead of trumps is good

1. When holding strength in all the other suits.
2. When holding a *postponed* hand. By a postponed hand is meant a hand in which you will probably not win tricks in the different suits until the third or fourth round of those suits. Thus, with Q. x x., Q. x x x., Kn. x x x., and two trumps, the trump is usually the better play. So also with Q. x x x., K. x x x., 10, x x x., and the 10 of trumps you should lead the trump. Therefore an original weak lead of trumps proclaims either that you have a generally strong hand, or that the tricks you can take will be on the later rounds of the various suits.

CHAPTER XIII.

SECOND HAND PLAY.

There is no position at the whist table that requires more careful attention than that of second hand player; if weak in the suit led, he must advantage himself of the information conveyed by the leader's card to make his high cards if possible. If strong, he must play not only to win every possible trick but also to block the leader in his purpose of clearing the suit. The respectable rule of *second hand low* is open to numerous exceptions whereby the careful player can secure many tricks.

These are the five cardinal principles:

1. PLAY ACE ON AN HONOR LED.

2. HOLDING ANY COMBINATION FROM WHICH YOU WOULD LEAD HIGH, PLAY HIGH SECOND HAND.

3. HOLDING BUT TWO CARDS, COVER A CARD LED HIGHER THAN THE 8.

4. HOLDING THREE CARDS, COVER AN HONOR WITH AN HONOR.

5. HOLDING ANY NUMBER OF CARDS AND THE 10, COVER AN HONOR LED.

In detail.

1. PLAY ACE ON AN HONOR LED.

Except: Holding A. Kn. x, or A. Kn. x x, it is often better to pass King (not Queen) led; the leader will next lead a low card, placing Ace with his partner; this you win with your Knave, still holding command of the suit and securing the lead.

Or: Holding Ace and others, Knave led. If the leader has already led another suit, this lead should be from weakness and you should pass.

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2. HOLDING ANY STRONG COMBINATION FROM WHICH YOU WOULD LEAD HIGH, PLAY HIGH SECOND HAND.

You do not necessarily play the *same card* that you would lead. Simply decide whether you would lead high; if so, then play to win the trick as cheaply as possible.

Holding a weak suit such as Kn. x x, or Q. x, you do *not* play high second in hand although you would lead high.

Therefore on a low card led,

Holding	Play second in hand
A. x x x x x (+).	A.
A. K. (+).	K.
A. K Q. (+).	Q.
K. Q (+).	Q.
A. Q. Kn. (+).	Kn.
Q. Kn. 10 (+).	10.

Although a low card is now led from K. Kn. 10, x, (+), the 10 is the better play second in hand.

Conversely, unless you would lead a high card, do not play one second in hand. Thus from a suit consisting of A. Kn. 10, x, you would lead low, therefore you should play low second in hand. A moment's reflection will show you that the leader cannot have both King and Queen ; therefore one is beyond you ; therefore as a trick-winner your 10 is valueless except to save a possible high card in your partner's hand. But *that* is the very card you wish played whereupon you will probably win the remaining tricks in that suit.

There is one suit of peculiar formation and value: this is A. Q. 10 (+). It is called the double major tenace. Although a low card would properly be led from such a suit—unless holding six—yet it is better here to play high second in hand. When strong in trumps play 10. When weak in trumps, play Queen. Holding strength in trumps you can afford to take more chances.

Holding A. K. x x, or K. Q. x x, play low if holding four or more trumps.

Also : with Q. Kn. x, or Kn. 10, x, or 10, 9, x, play the lower of the two high cards second in hand.

3. HOLDING BUT TWO CARDS, COVER A CARD LED HIGHER THAN THE 8.

Do not play Ace on 10 or 9.

Play King on 8.

4. HOLDING THREE CARDS, COVER AN HONOR LED.

Thus with K. x x, or Q. x x, cover the Knave led.

Or with K. x x, cover Queen ; do not cover here however, if leader is one who leads Queen from the old lead of Queen, Knave, 10 (+).

Many do not cover the Knave with the King, holding King and two others. Yet it can easily be demonstrated to be the correct play. It is first fair to infer that that suit is distributed nearly equally. Should your partner hold *both* Ace and Queen it makes no difference whether you cover the Knave or not. If your partner holds *either* Ace or Queen it makes little difference whether you cover the Knave or not. But should *third hand* hold both Ace and Queen you will lose all three tricks in that suit by not covering. If you cover, on the contrary, the Knave, King and Ace fall to the first trick, Queen should win the second, and the 10, the third. To be sure if the adversaries hold the 10 they will win the third trick ; but this would have been theirs had you not covered. If your partner holds the 10, he will win the third trick—a gain of one for your side.

With Queen and two low, the Knave led, the reasoning is nearly similar, save that third hand is likely to play King, holding Ace and King and being weak in trumps.

With King and two low, Queen led, it is just as important to cover. Queen should here be led from weakness ; if from Queen, Knave and one

low, your King is lost anyway if Ace is third in hand. If from Queen and one low, you, by not covering, lose the chance of making a possible Knave in your partner's hand.

5. ALWAYS COVER AN HONOR IF YOU HOLD THE 10, WITH ANY NUMBER OF CARDS.

If you lose the first trick you then hold the 10 as second best card guarded and have begun to clear or establish that suit.

FOURCHETTES:

If you hold the cards above and below the card led it is generally wise to cover. Thus holding King, 10, 8, 6, 3 play 8, not 3, on 7 led. Or with Ace, Knave, 9, 4, play Knave on 10 led. The fall of the low card later does not make a trump call.

ACE, QUEEN AND OTHERS:

Play low on any card not an honor.

Play Ace on Knave led.

This is frequently misplayed. Knave must be led from weakness. Should your partner hold King, your play makes no difference. Should third hand hold King, and you play low the adversaries must win the first and the third tricks. To cover with the Queen is a waste of ammunition. By playing the Ace *you* win the first and the third tricks, as they make then only the King.

APPENDIX TO SECOND HAND PLAY.

As the lead of a strengthening card is coming more and more into prominence, it has seemed best to append here some additional cases where it pays to cover second in hand on a Queen, Knave, 10, or 9 led. These are cases which it is hard to classify under rules and the list is meant more for reference than for absolute memorizing. In these cases you cover simply to advance the rank and power of certain other cards you hold; possibly to develop a tenace, and at the same time to prevent third hand from passing the card led on the principle of a finesse. By covering here is meant playing the card which you hold *next above* the card led.

You should cover on

1. QUEEN led
   With K. 9, 8, (+).
2. KNAVE led
   With K. 9, 8, x, (+).
   Q. 9, 8, x, (+).

3. TEN led

With A. Q. 9 (+).
A. Kn. 9 (+).
A. Kn. 8, 7 (+).
K. Kn. 9 (+).
K. Kn. 8, 7 (+).
Q. Kn. x x (+).
Q. 9, x (+).
Kn. 9, x (+).
Kn. 8, 7 (+).

4. NINE led

With A. Q. 10 (+).
A. Kn. 10 (+).
A. Kn. 8, 7 (+).
A. 10, 8 (+).
K. Kn. 8 (+).
K. 10, x (+).
Q. Kn. 8, x (+).
Q. 10, x (+).
Q. 8, 7 (+).
Kn. 8, 7 (+).
10, 8, x (+).

CHAPTER XIV.

RULE OF ELEVEN.

Second hand player can often tell by the card led, it being the leader's fourth best, exactly what high cards remain in the leader's hand. To facilitate this calculation the Rule of Eleven has been formulated as follows:

DEDUCT THE VALUE OF THE CARD LED FROM ELEVEN, AND THE REMAINDER WILL TELL YOU THE EXACT NUMBER OF CARDS *outside* THE LEADER'S HAND WHICH ARE HIGHER THAN THE CARD LED.

Thus, if the 8 is led, 8 from 11 leaves 3, there must be then three cards higher than the 8 not in the leader's hand. Should you hold them all, King, Knave, 9 and others for example, your 9 should win the trick. Or if the seven is led and you hold Ace, King, 10, 8, your 8 should win the trick, and the King, the proper play on a small card, be held in reserve.

Although absolute on a fourth best lead, this rule will fail if leader opens a three-card suit. One of its greatest advantages lies in enabling

you, at second hand, to detect a three-card suit. Should 7 be led and you hold Ace, King, Knave, 9, 8, the 7 must be from a weak suit; there should be but *four* cards out above the 7 and you hold *five*. Or, a different case, if 8 is led and you hold Ace, Knave, 9 and others, it seems at first that you should win the trick with the 9. But again you can detect a three-card suit if you consider a moment. If you hold all the cards of that suit outside the leader's hand above the 8, he naturally must hold the rest; but that would give him both King and Queen, and holding these, he should properly have led one of them; thus you can place him with but a three-card suit. Similarly if you hold Queen, Knave, 9 and the 8 is led, it must be from three.

IN APPLYING THIS RULE, YOU MUST REMEMBER THAT YOU CANNOT HOLD ALL THE CARDS OUTSIDE THE LEADER'S HAND, HIGHER THAN THE CARD LED UNLESS YOU HOLD KING OR QUEEN.

CHAPTER XV.

THIRD HAND PLAY.

Third Hand is supposed to play to help his partner as much as possible; to give up his own strength in the suit led (save in rare cases), and not to finesse except with certain recognized combinations.

Your partner calls for your best card and this you should usually play; but holding,

On a Low Card Led,

1. A. K. x (+).
   Play King and return Ace at once unless intending to lead trumps.
2. A. K. Q. (+).
   Play Queen and return King at once unless intending to lead trumps. Partner must mark Ace with you and is saved a third round of his suit.
3. A. Q. (+).
   Play Queen and return Ace at once unless intending to lead trumps.
4. A. Q. Kn. (+).
   Play Knave and return Ace as in case (2).

5. A. Kn. x, or A. Kn. x x.
Play Knave if partner leads a four-card suit. If he leads the 2, or if he leads the 3 and the 2 falls, or if he leads the 4 and the 2 falls and you hold the 3, he can have but four cards and you can finesse the Knave in comparative safety. Your reason is this: he has not both King and Queen. You are temporarily the stronger hand and by finessing may establish the suit on the first round. Having won the trick with Knave, do not return Ace but wait for your partner to lead the suit again.

6. K. Q. x (+).
Play Queen and return King at once.

7. K. Kn. x (+).
Play King. The Knave here is usually a wretched finesse.

8. Ace, King alone, or King and Queen alone.
Win with the higher card and return the other. This marks no more in your hand and is not a trump signal.

On a High Card Led.

When your partner leads a high card, it is incumbent upon you, holding high cards, to get out of his way and avoid blocking his suit. It is therefore frequently necessary for you to take a trick apparently already his; but you must remember that,

YOU MUST NOT TAKE AWAY YOUR PARTNER'S SURE TRICK UNLESS YOU ARE PRAC-

TICALLY CERTAIN THAT HE CAN TAKE ALL THE REMAINING TRICKS IN THAT SUIT.

This rule applies to either the first or the second round. Should the second round mark him with an original four-card suit, the other two tricks must be surely marked in his hand to allow you to win the trick on the second round if it is already his.

Therefore,

On KING led :

Holding A. Kn. alone, play A. and return Kn. at once.

Holding A. x, play x.

Holding A. x x (+), play x ; if leader next leads Kn. again play low ; he has Q. x left.

Holding A. x x x, play x ; if leader next leads 10, play A.; he must have Q. Kn. left

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On QUEEN led :

Holding A. Kn. alone, play A., return Knave at once.

Holding A. x, play x.

Holding A. x x (+), play x.

On KNAVE led :

Holding A. x : play A.

Should Knave be led from a five-card suit with King and Queen you must get out of your partner's way, whereupon he can probably take the remaining tricks in that suit save in case of a very uneven distribution of the cards;

this is a chance you are forced to take. Should Knave be from weakness, you can probably win but one trick in that suit, play it as you will.

Holding A. x x: play x on Knave and win his next lead of King or Queen with Ace. You thus reserve a small card to put him in with later.

Holding A. x x x: play third best on first lead, and second best on his second lead of King or Queen. This marks Ace guarded in your hand.

Holding A. K. x (+): play low if strong in trumps. Otherwise play King.

Holding A. Q. x (+): play low. The Knave will either win or clear your suit.

On TEN led:

Holding A. x x (+), play low.

Holding A. x x x x (+), play Ace.

Holding K. or Q., with more than one low, play low.

Holding A. or K. or Q. with but a single guard play high.

Holding A. K. alone play A. return K.

Holding A. K. x (+), play K. return A.

Holding A. Q. alone play Q.

Holding A. Q x (+), play Q.

Holding A. Kn. x (+) play x.

Holding K. Kn. x (+) play x.

Holding K. Q. x (+) play Q.

In the last five cases 10 must be led from but a three-card suit.

The Rule of Eleven can often be applied successfully third in hand. Should your partner, for example, lead the 8 and you hold Ace, Queen, 10, 4, the suit is practically established and you can win with the Queen, and, being strong in trumps, lead them. Or again, he leads the 8 and you hold Ace, Queen, 5, 3. You win with Queen and return Ace on which trick an adversary plays 10 or Knave. Again the three cards outstanding against your partner's 8 are accounted for and you should start trumps, holding four or more, for his now established suit.

CHAPTER XVI.

UNBLOCKING.

When you hold exactly *four* cards in a suit from which your partner leads a card which may be from a suit of *five* or more, (therefore not King or 2) you should play your lowest card last, treating the remaining three cards as an original three-card suit.

Therefore if you hold 10, 9, 8, 2, and partner leads Ace play the 8 third in hand; next play the 9; then 10; and last of all the 2. After playing the 8 in such a suit, if obliged to return it, you should lead back the 10. You must consider temporarily that the 2 is not in your hand. The extreme case occurs when Ace is led and you, at third hand hold King, Queen, Knave, and one low. On the Ace you should play Knave; should second hand trump on the next lead you should nevertheless play Queen; also if now obliged to discard from the remaining cards you should discard the King.

Should your partner lead a suit on which, in order to unblock, you play your third best, and which is later proven to be but a four-card suit, you must next play your second best, else you will call for trumps. But the low card falling the third round is not a call.

HOLDING FOUR EXACTLY OF YOUR PARTNER'S SUIT, PLAY YOUR LOWEST CARD LAST SAVE WHERE HE LEADS THE KING OR THE 2 OR IS OTHERWISE MARKED WITH ONLY A FOUR CARD SUIT.

CHAPTER XVII.

FOURTH HAND PLAY.

While fourth hand is apparently the easiest position of all to play correctly, yet there are frequent opportunities for profitable plays, several examples of which are here given.

1. The leader leads King from K. Q. x x; second hand, your partner plays 8; third hand low, and you holding A. x x, or A. x x x, refuse to win the trick. On the second round leader, placing Ace with his partner, leads low. Your partner may win the trick with Knave or 10 thus saving your Ace, or he may be calling for trumps in which case you can win the trick with the Ace and lead them.
2. Again on the lead of King, you at fourth hand with A. Kn. x, or A. Kn. x x, may pass the first trick, win the second with the Knave and still hold command of the suit while securing the lead.
3. Should your partner play a card that might be the beginning of a trump signal, second in hand, you holding three trumps and three or four intermediate cards of the suit led should play your next to lowest card. If your partner completes his signal you can now echo on the same trick. Otherwise play higher than at first. The small card falling later is not a call.

CHAPTER XVIII.

RETURNING PARTNER'S LEAD.

Always remember that you should not lead your partner's suit after there have been two rounds of it until trumps have been accounted for. Of course, exceptional circumstances arise where such a lead becomes a good play, as when you are forcing a strong adversary; but almost always your partner should be the one to lead the third round of his suit, not you.

You may, however, lead the *second* round at any time you deem advantageous.

After your partner has led his suit once, and it comes your turn to lead, you must consider carefully whether it will profit you more to continue his suit or to open your own.

As the ideal hand at whist is one in which the trumps are exhausted and a long suit brought in, so the combined efforts of the two partners should be directed towards the discovering and establishing of their best suit and that as soon as possible.

If, therefore, your partner leads spades and you win the trick, or, losing it, secure the lead on the next suit led, you should continue his spades except when holding a suit you are nearly sure is stronger, *i. e.* longer or easier to clear than his. Thus if he leads a 2, showing a four-card suit, you might better open a five-card suit of your own. Or again should he lead low from a probable five-card suit, as shown by the drop of the cards, you would still better change if you hold a good suit which is easy to clear. Thus, your partner leads a 3; you win and the 2 does not fall. He probably has a five-card suit unless an adversary is calling. You, however, would now better change to a suit like K. Q. Kn. x or K. Q. Kn. x x, or A. Q. Kn. x (+); or even to K. Kn. 10, x x, or Q. Kn. 10 x x, as any of these except perhaps the two last mentioned is easy to establish.

But if you have the command of your partner's suit, you should return it at once unless you wish to lead trumps: this you should do before showing your own great suit.

Or if you have an honor in his suit you should return it even if it is at the head of three or even four remaining. In this case, holding some great suit of your own, it may

be preferable to start that, reserving the honor in his suit to lead him later, or to regain the lead with. Still, unless having some cogent reason, it is usually better to return the honor, announce that you have done the best you can do for him and then turn your attention to your own strong suit.

Even when holding neither the command nor an honor it is better to return your partner's suit when it is your long suit also. If that is his best suit, and yours likewise you would surely better cling to what you have in preference to opening some other weaker suit or making a forced lead, thereby assisting the adversaries in clearing what must be their suit. Should you be very long in your partner's suit it will probably soon be trumped: but that is often an advantage to you. If you are not strong enough to draw trumps now, you may be after you have forced one or two. Always remember that the one who is very short of the first suit led is probably long in trumps. If, therefore, you deprive him of a trump at the beginning of the hand he may not have four to lead when his suit is established.

It is also better to continue your partner's suit although having but two small cards left rather than open some suit of your own such

as K. Q. x x, or K. x x x, or Q. x x x; in fact any such weak four-card suit. If you return his suit in such a case, leading the higher of the two cards, you may clear it for him or perhaps he may win a trick in it and, leading it again, clear it for himself. On the other hand, by opening a weak four-card suit of your own, you may deprive him of, and perhaps sacrifice, a card of re-entry important for him to retain. This is a possible result not justified by your suit.

You must remember that it will undoubtedly help your partner's hand more for you to return his suit rather than for him to lead it again himself, even if, on the first round, you played only the 9 or 10 third in hand, and even if fourth hand won that trick with the Knave; yet fourth hand may also hold the Ace: this he will be compelled to play upon your return lead. Were your partner to lead his own suit again, fourth hand might save his Ace, winning with a smaller card.

It is frequently quoted that you are not to return your partner's suit when you win the first trick cheaply, perhaps with Queen or Knave. This is a silly and fallacious idea. Pray from whom is your partner to get a second lead of his suit if not from you? The player

who was second in hand to his lead will hardly be simple enough to lead it up to him. It is embarrassing when fourth hand leads through him. And it is surely better for you to return it to him than for him to lead it again himself. If you return it he at least knows six cards in that suit before he plays his second card. He also knows whether to expect any more assistance from you, and from the card led back to him can determine the length of your suit : he can then finesse to his best advantage. (See Finesse.)

Also, with weak trumps, and having held but two originally of your partner's suit, it is often wise to return the one remaining, standing ready to trump the third round when he again leads the suit.

The superficial player imagines, when his partner returns a low card in his suit at once, that he has no more ; whereupon he immediately leads it again and is correspondingly dejected or indignant when his partner follows suit to the third round. The fault lies with himself. He wishes to establish the arbitrary convention that the return of a low card at once, signifies no more. This he considers to absolve him from all inference to be gained by the drop of the cards. He frequently says:

"I wouldn't have led that the third time if I had not thought you would trump it." Yet what better could he do than lead it again? If it is the best suit you and he together have, if you have no other good suit to open, if it is established against him, in all these cases he surely would better lead it again rather than open another suit. If the adversaries hold the best card in his suit they are bound to win with it. Why not make them play it while having the opportunity?

In short by returning your partner's lead you tell him that you think it more profitable to continue his suit, using your suits to assist his. To change from his suit and lead your own tells him that you consider yours better than his, and invites his assistance on that.

Thousands of hands are wasted and lost through a vague idea that one must show his own suit. Reverence for this ancient superstition impels B., his partner A. having led him spades, to open a four-card diamond suit with King or Queen at the head. X. and Y., their adversaries, perhaps now secure the lead and establish the remaining suit by judiciously leading it back and forth two or three times. Then X. or Y. starts trumps from four, having a suit established. Now even if A. or B. has

four trumps and secures the lead with the last trump, neither one has an established suit to bring in and in leading either suit again it falls to the adversary who is thus enabled to make his good cards.

Establish one suit. Don't leave two suits in a half-cleared condition. The hand is too short, a chance to lead too valuable, and the modern adversary too skillful, to admit of any delay on your part or your partner's in establishing your best suit while you have the chance. Therefore

You return your partner's suit,

1. HOLDING THE COMMAND.
2. HOLDING AN HONOR, GENERALLY.
3. WHEN YOU ARE LONG OF IT
4. WHEN YOU CANNOT OPEN A NEW SUIT ADVANTAGEOUSLY.
5. HOLDING BUT THE ONE AND BEING WEAK IN TRUMPS.

CHAPTER XIX.

TRUMPS.

1. The Leads.

Holding any three honors, lead as in plain suits.

Holding any two face-cards (not Ace) *and the 10*, lead as in plain suits. Otherwise lead low except in a suit of six or more cards.

In detail.

Holding	Lead
A. K. Q. Kn. x (+).	Kn.
A. K. Kn. x x (+).	A.
A. Q. Kn. x (+).	A.
K. Q. Kn. x x (+).	Kn.
K. Q. 10, x x (+).	Q.
K. Q. 10, x.	K.
Q. Kn. 10, x (+).	10.
A. x x x x x.	4th best.
A. K. x x x.	"
K. Kn. 10, x (+).	"

Holding	Lead
A. K. x x.	4th best
K. Q. x x x.	"
K. Q. x x.	"
A. x x x x x x (+).	A.
A. K. x x x x (+).	A.
K. Q. x x x x (+).	Q.

The forced leads in trumps are practically the same as in plain suits. When leading a suit of two, however, always lead the higher even with Ace or King.

2. *Second Hand.*

Here a more backward game is played. There is not that great necessity for playing your high cards early in the hand as they will win on their merits. Therefore on a small card led,

Holding	Play
A. K. x.	x.
A. K. x x.	x.
A. K. x x x.	x.
A. Q. Kn. x.	x.
A. Q. Kn. x x (+).	Kn.
A. Q. 10 (+).	10.
Q. x.	Q.

Holding	Play
K. Q. x x (+).	x.
K. Kn. 10 (+).	10.
Q. Kn. 10 (+).	10.

The rules for covering in two-card or three-card suits are practically the same as in plain suits except :

Holding any high card—not the Ace—singly guarded, play the higher, not only on any card above the 8, but also on any low card led unless the trump lead is made in answer to a call.

3. *Third Hand.*

Holding any number of trumps except *three exactly*, the play is the same as in plain suits save with A. K. alone or K. Q. alone, which in trumps are played in their natural order, the lower card first. Holding *exactly three* trumps including Ace and King, you play Ace and return King. While in plain suits this play shows no more, in trump it proclaims exactly three originally. So with King and Queen in a suit of three play King and return Queen. With Ace, King, Queen, alone, play King and return Queen.

With Ace and King, or King and Queen in a suit of more than three, play as in plain suits.

With Ace, Queen and one or more small, play Queen and return Ace.

With Ace and Queen alone, play Ace and return Queen.

Having played an honor third in hand, in cases not mentioned before, return the higher of two remaining trumps, the lowest of three or more. Here it is essential to show number rather than some high card remaining, such as Knave for instance.

When your partner leads a high trump, or when (upon his lead) such a high one is played second in hand that you cannot play higher, you should play your low cards as follows :

1. With exactly two, play the lower.
2. With exactly three, play first the intermediate, then the lowest.
3. With more than three, play the lowest.

Therefore if you play first a small trump and then a higher one, you can not have had exactly three originally : you must have now, either no more or two more. This problem your partner can usually solve by the drop of the cards.

4. *Trumping In.*

WHEN WEAK IN TRUMPS—THREE OR FEWER —YOU SHOULD AT ONCE TRUMP IN ON A DOUBTFUL TRICK.

If you pass such a trick in the hope that your partner can win it, you tell him definitely you are strong in trumps.

WITH FOUR OR MORE YOU PASS A DOUBTFUL TRICK.

Thereby you treat yourself to a discard; you show your partner a weak suit; you place the lead beyond you; and you proclaim strength in trumps. You should not, however, pass a trick *surely* against you unless wishing such an action to be construed as a trump signal.

Holding but three trumps you naturally trump with the lowest. Holding four or more it is better to trump with the *third best.* The fall of your low trump later informs your partner that you have two more higher than your first one.

Thus, holding K. Kn. 4, 2, trump first with the 4 and then with the 2. Or holding K, 9, 5, 4, 2, use first the 5, then play 4, then 2, showing five originally.

The only objection to such play is that it informs your adversaries of your trump strength. But here your whist judgment must be brought to bear. If an

adversary is calling, has shown strength in trumps or has a powerful hand, you will do better not to disclose your strength. But if your partner is forcing you, or has the strong hand you would better give him such information.

Again where the gap between the third best and the fourth best is too great, it is unwise to use the third best to trump in with. While correct to play it holding K. 8, 5, 3, or 10, 9, 8, 6, or A. Q. Kn. 10, it is not wise holding A. K. 10, 4, or K. Kn. 9, 3. In the two last cases the 9 and 10 are too powerful cards to be wasted.

When the adversaries lead trumps, after you have trumped with your third best, you would better play your second best if it is not too valuable, rather than disclose your strength by dropping to the low card at once. Such a play often prevents the adversaries from counting trumps accurately, and may stop their lead.

5. The Trump Signal.

A trump signal can be played in three ways:

(a) By playing an unnecessarily high card followed by a lower one of the same suit.

(b) By discarding from an unopened suit, a 9 or higher.

(c) By refusing to trump a trick surely against you.

In detail.

(a) By playing first an unnecessarily high card followed by a lower one of the same suit.

This is an inversion of the ordinay play and constitutes a call for trumps. But the first card must have been proven unnecessarily high. An 8 played on a 7 or 6 led and a low one dropped later would not be a trump call. Had the 8 and lower one been played on the King and Ace, it would have been one. So the 10 played first followed by a low card is not proven to be a call. The 10 might have been played properly second in hand from several combinations.

(b) By discarding from an unopened suit a 9 or higher.

Strength in trumps is here a normal inference: the player discarding is very short of one suit, and discards such a card that he ought to have but few remaining in the discarded suit. The balance of his hand is made up of the third suit and trumps, with probable strength in both. A trump lead in such cases has proved so valuable that the rule has been derived. It is not an arbitrary convention but a perfectly natural inference.

(c) By refusing to trump a trick surely against you.

This is frequently a good play. You certainly reap a three-fold advantage. You give a signal: place the lead beyond you and discard a weak card. Before deciding upon this play, consider whether you may not have to discard several times as when the adversaries can continue that suit with taking cards. If so, it is

rarely worth while; you would better adjust your hand to circumstances and accept the force.

Although holding such trumps that you would lead them were it your lead, it is not always necessary to signal for them. If your partner shows some suit you would better call. On the adversaries' suits it is often much wiser to keep your strength in trumps temporarily hidden. Your adversaries may thus be led into rashly leading them themselves. At any time when winning cards are marked in your partner's hand you, holding five or more trumps, should call for his benefit.

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6. *The Echo.*

The Echo is but a trump signal played in either a plain suit or trumps *after* your partner has called and *at the first opportunity:* It signifies that you hold *exactly three* trumps.

As one is so much more apt to have three trumps than to have four, when one's partner leads them, it has been found advisable to abandon the old rule of echoing with four and to confine the echo to *exactly three trumps.*

It can be played third in hand when holding Ace, King, and one low, or King, Queen and one low, by playing first the higher, then the lower of the two high cards.

The echo is of great value as it frequently

obviates the necessity of a third round and allows you and your partner to make your trumps separately.

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7. *The Sub-Echo.*

The Sub-Echo shows *more* than three trumps. It is often of the greatest importance to your partner to know that you have a fourth trump remaining after you have shown three.

The Sub-Echo is given by refusing to echo upon your first opportunity and then echoing upon your second.

For example: Some suit is led upon which your partner signals for trumps. Should the adversaries now lead another suit in which you hold 8, 6, 2, you should, with three trumps, play first the 6 then the 2 making the simple echo. But in this same case, should you hold *four* trumps, you should play first the 6, refusing your first chance to echo, and then make your sub-echo with the 8 and the 2.

Or again: You win your partner's lead of trumps with the King and having the 7, 6, 2 remaining, lead back the *2*; should some other suit now be led you should give the sub-echo to proclaim your four trumps.

Should your partner lead high trumps and should you have four low ones, you must play your next to lowest first: by next playing a higher trump you tell *not three exactly* and the missing low card being marked in your hand, counts you for four originally.

TO ECHO AFTER HAVING ONCE REFUSED TO, MARKS YOU WITH FOUR OR MORE TRUMPS ORIGINALLY.

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8. Response to a Signal.

Holding but *two* trumps lead the higher.

Holding *three* trumps lead the highest.

Holding *four* or more lead the lowest.

Except:

With A. x x x (+) lead Ace then lowest.
With A. K. x x (+) lead King then Ace.
With K. Q. x x (+) lead Queen then King.

You must remember that to *go down* in trumps after having led them once, shows but three as you lead the highest of three. On the contrary to go up shows four or more. Therefore to lead King and go up to Ace, or to lead Queen and go up to King, shows strength in trumps. Remember that in these cases you lead in answer to a signal exactly as you would play third in hand.

Having had four trumps such as King, 8, 4, 2, originally and having already trumped in with the 4, lead the 2 in answer to a call. But with Ace, 8, 4, 2, having trumped with 4, lead first Ace then 2.

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9. Continuing Trumps.

The question frequently arises whether or not you should continue trumps when your partner has called for them or is leading them and one of the adversaries has none. *Your*

partner is usually entitled to three rounds of trumps. If, however, when you lead the second round, the player on your left gives out, you would better wait and let your partner continue if he wishes. Should the player on your right give out, you should generally lead the third trump as your partner is in the more advantageous position, playing last to the trick.

10. Value of Four Trumps.

A player who has four trumps is in a position to accomplish much for himself and his partner. Should some adversary hold even five and attempt to exhaust them, his four, judiciously played may prove a serious obstacle. With four in some one's else hand it becomes a trial of skill as to who shall first succeed in clearing a suit and drawing trumps. With three in every one's else hand, you with four are superior at the outset.

Holding four trumps you usually should lead them as soon as a suit is established in either your hand or your partner's. This of course you will not do when an adversary has led or signalled for trumps. You must remember that the one who opens a suit of four trumps unless with three honors in it does so at a disadvantage. He may sacrifice a card of

his partner's which would otherwise make, or he may allow his adversaries to win a trick which never would have been theirs had they themselves led trumps. Therefore you should not assume such a disadvantage without the compensation of an established suit.

Do not lead from four trumps without a reason: the best reason is because in your hand or your partner's there are certain cards with which you should win tricks, trumps having been exhausted.

Having led from four trumps for an established suit you must be wary about winning the second trick. It is often of benefit to retain your winning trump and allow the adversaries to win that trick.

For example, spades are established in your partner's hand; no adversary has shown trump strength so you open a suit of four trumps, hearts, holding Ace, 9, 6, 3. Should your partner win your lead of the 3 with King and return so low a card that you can count him with two remaining, probably, you should here play your Ace. If he has two left and you remain with two after eight have been played, the Queen is the one missing card, and this you should force with your established suit, hoping to make your trumps and your partner's separately.

But should he return a card which can be at the best but the higher of two, as the 8 or 7 (prob-

ably) you should not play your Ace. If you do, you must either lead trumps again and perhaps allow an adversary, who also had four trumps originally, to win that trick and draw your other trump, or you must abandon your trump lead having drawn but eight. On such a return from your partner you should pass and allow the adversaries to win that trick. Your partner may now have another trump to ruff with; or he may secure the lead in some other suit and lead trumps again, or you may secure the lead yourself and can then lead the winning card and force any remaining trump with your established suit.

CHAPTER XX.

LEADING THROUGH.

This is returning the lead of a suit led by your left-hand adversary and frequently proves beneficial: you and your partner both know that third hand has played his best card and therefore you can lead, and he can finesse, with this in mind.

1. With more than two remaining.

Here it is usually disadvantageous to lead the suit until after trumps have been played or are accounted for. The original leader is too apt to win your return lead, and lead again for his partner to trump, while you are helpless and must follow suit. It is a great temptation to return a lead from your left when you have won the first trick cheaply and when you can lead through the strong hand up to weakness; yet if you are long in that suit it is apt to result in disaster.

After trumps are accounted for, it becomes a good lead to lead through the leader's hand with three or even more. Here, holding the command you would better lead low; your partner may win a cheap trick.

The objection to leading through when long, in a plain suit, does not obtain in trumps, where it is frequently a good play, especially when trumps are led late in hand and third hand is proven weak.

2. With but two remaining.

Here it is often profitable to lead through the original leader. If he holds the master card, he is forced to play it; not holding it he is placed at a great disadvantage. In leading through, holding but two, lead the higher. However,

Do not lead the best card.

Do not lead, holding the second best guarded.

3. With but one remaining.

In this case, leading through is frequently a successful play, especially when you are weak in trumps and want to trump in. There is no objection to this lead at any time when you cannot continue your own or your partner's suit, or are unable to open a fresh suit to advantage.

The second best is almost always a good play as it may save the command in your partner's hand.

Do not lead the best card.

CHAPTER XXI.

LEADING UP TO.

This is leading the suit that has already been led on your right. It is usually a disastrous thing to do if you held but two, three, or even four originally. When you are very long of it, however, the chances are that third hand and your partner have not many. In such a case therefore you may continue it, but only with the idea of giving your partner a chance to ruff: should your left-hand adversary trump, your partner will probably overtrump.

Holding the second best and one or more others it is rarely good for you to continue that suit. If you wait for the leader to lead again, you will remain in command. But when you hold a great suit such as Ace, King, and three others, or Ace, King, Queen and one or two, it is often advantageous, after winning second in hand with the King or Queen, to continue the suit first with the Ace, and then with

either the King, or a low one for your partner to ruff.

It is a good play to lead the second best unguarded. Should your partner hold the command, your card will save it in his hand; if the adversaries hold the command, your card is doomed.

CHAPTER XXII.

MANAGEMENT OF YOUR SUIT.

You should remember that your purpose should be, not only to take tricks in your own suit as you lead it, but also so to lead and clear it that, should trumps be exhausted and you secure the lead, you would have good cards to play.

After two rounds therefore, if your suit is not established in either your hand or your partner's, you should generally lead it again. However,

You should not lead it,

1. When second hand holds the balance of the suit and you must lead a losing card: here you sacrifice to fourth hand any trump your partner may play.
2. When one adversary will discard and the other will trump.
3. When an adversary whose partner has called for trumps is likely to trump in: you are here forcing the wrong hand.

If, after two rounds, your suit *is* established in your hand or your partner's and it looks as though an adversary would trump the third round, you should not continue it unless absolutely obliged to. If you have four trumps you should now lead them. Not holding four, you should try to give your partner the lead, so that he, holding four may lead them for your benefit. You, therefore, may make any one of the four following leads:

1. TRUMPS, WHEN HOLDING FOUR OR MORE.

   Rarely with three: only when strength in another suit is marked in your hand or your partner's.

2. THROUGH THE LEFT-HAND ADVERSARY.

   Only when holding but one or two remaining in his suit: and not then with the second best guarded.

3. YOUR PARTNER'S SUIT.

   Only if there has been but one round of it previously.

4. ANOTHER SUIT WHICH YOU CAN OPEN WITH A STRENGTHENING CARD

   Thus you can lead a Queen from Q. x, or from Q. Kn. x, or a Knave or a 10 or a 9 at the head of a suit of two or three. Such a weak suit you should open rather than to open a three-card or four-card suit with a lone King or Queen or Knave in it. Do not open a weak

suit here or elsewhere with a card under the 9 if you possibly can avoid it.

If unable to make any one of these four plays, you would better continue your own suit even if an adversary does trump it.

Do *not* lead weak trumps or open an unprotected suit like King or Queen and two or three low.

While it is a fairly well accepted principle of whist that you must not force your partner if you are weak in trumps, yet you must remember that there is a sharp distinction between deliberately leading a card of some suit, not your own, which you know he must trump to win, and continuing your own suit in order to clear it. The first you generally should not do without some very good reason: you must also remember that such a play, if you do make it, entitles your partner to credit you at once, and correctly with at least four trumps. The second you are not only at liberty to do, but usually should do: if your partner does not wish to trump, he is at liberty to pass the trick, to discard, and to allow your suit to clear.

Of course these rules are but general guides and must be disregarded ofttimes as circumstances dictate. After establishing your suit, even if you hold four trumps, it may be wise

to lead your suit a third time if you can thereby force a calling adversary to ruff it and weaken his hand. You may branch off from your suit to a short weak suit in the hope of making a small trump, if the hand developes in such a way as to make that plan seem profitable. Or you may lead similarly your partner's suit the third round if you are thus able to force an adversary who is strong in trumps. No rule obtains always or is so rigid that it cannot be judiciously broken; but you must be pretty surè that you have found the right occasion to break it before so doing.

CHAPTER XXIII.

FINESSE.

Finesse in whist, means trying to win a trick with a card lower than, and not in sequence to, another card which you can play.

1. In your partner's suit.

   Holding Ace and Queen, alone or with others, play Queen.

   Holding Ace, Queen and Knave, alone or with others, play Knave.

   Holding Ace and Knave with one or two small, play Knave when your partner is marked with but a four-card suit.

   Do not finesse Knave from King and Knave, alone or with others.

2. In your right-hand adversary's suit.

   On the first round, play according to rules for second-hand play.

   On the second round let your play be governed by the card which third hand played to the first trick. If he played Knave which your partner won with the Queen, you, holding Ace and 9, on the second round should play 9, not Ace. But unless fairly sure that you can win

the trick with another card, you should play the command in the right-hand adversary's suit upon the second round.

3. In your left-hand adversary's suit.

If the second round of this suit is returned through you, you, holding the command, should play it.

4. In your own suit.

It is usually wise to finesse against one card upon the return of your suit. For example: You lead the 2 from Ace, Knave, 6, 2; your partner wins with King and returns the 8; you should here finesse Knave except with a hand otherwise very weak. If, however, your partner wins with Queen and returns the 8, there is no finesse, King must be beyond you and you must play Ace. Similarly having led from King, Knave, and others, and the Ace having been played, you should usually finesse Knave upon return of that suit.

On the return of your own suit by your partner, if the best card is marked beyond you, you should generally *not* play your best card. For example: you lead 3 from King, 10, 6, 3; your partner wins with Queen and returns the 8; the Ace must be beyond you, so you play 10 *not* King. Should your right-hand adversary, however, have played Knave on this trick, you should play King, as, if yonr King loses to Ace, your 10 is left in command.

This same principle of not playing your best card upon the return of your suit, when the win-

ning card is marked beyond you, should govern your play *even when second hand has already won the trick*, *i. e.* you lead the 3 from Queen, 8, 6, 3; your partner wins with King and returns the 9; on this, your right-hand adversary plays 10 whereupon you must play low, not Queen. This is the reasoning: Ace must be beyond you in fourth hand, and your Queen is lost if you play it. In addition to this your partner evidently has not Knave, so that the adversaries will win not only your Queen but the next trick also. If Ace and Knave are both beyond you they will both win regardless of your play. Your sole chance is that Ace alone lies in that hand and must fall.

In trumps you can finesse more deeply and take more chances.

5. In general.

Never attempt to finesse at third hand, when second hand has not followed suit. Always play your best card or one equal in value to it. Any finesse you may try to make at third hand is aimed at the subsequent capture of some card which second hand may hold. If second hand fails to follow suit, you have no reason for not playing your best card.

CHAPTER XXIV.

DISCARD.

The one great principle of discard is that you should throw away the card you can spare best from the hand.

Until a short time ago the general rule was that you should discard from your weakest suit in all cases except when trump strength was declared against you, but then you should discard from your strongest suit on the ground that you would not be able to bring in the entire suit with adverse trump strength. To the part of this rule which orders the discard of your weakest suit, trumps not being declared, there is no objection; to the latter part of it however which compels you to throw from your strong suit, with trumps declared against you, there are three objections. Under the old rule

1. YOU HELP THE ADVERSARIES.

Upon the adversaries' lead of spades--trumps—

should you discard a heart they will be simple indeed to lead that suit up to your declared strength. Rather by a careful avoidance of the hearts and by generous finessing in their own suits will they try to shut out your suit, so that you may fail to win in it even one trick. Surely such direct information to the adversaries does not pay.

2. YOU FREQUENTLY DECEIVE YOUR PARTNER.

Should the adversaries be leading spades—trumps—upon which you discard a heart, and should your partner secure the lead, having no great suit of his own, he must lead you a heart: and having but two or three he must lead his top card to your declared suit. Now should you hold a wondrous strong suit with many honors, such a play is pretty and effective: but this is a minority case. Should your suit be long but headed by the Knave, 10, or 9, and should your partner lead King or Queen at the head of two or three, a trick vanishes with no compensation. At the end of such a hand—alas! even sometimes in the middle—your partner complains that you have misinformed him, whereupon you spread out your hand and ask what better you could have done. Close inspection revealing no other play possible under this obligatory rule, you conclude that the lost trick was an offering on the altar of science and the game continues. That trick should have been saved and a rule which per-

mits and encourages such blind sacrifices needs revision.

3. YOU WEAKEN YOUR OWN SUIT.

To be forced to show your partner your suit by discarding from what is at best but slender strength, often loses one trick, perhaps more. To be obliged to throw away one of a good five-card suit may cheat you out of a trick should you ever establish it: to discard once from a five-card suit may so unguard it that it becomes of little or no value.

It so often happens that the one leading trumps is experimenting, that he is deceived as to his or his partner's strength, or that he has been misled by a false card! Many times the balance of power is so nicely adjusted that the possession of a single high card may turn the scale your way. Surely in such cases you want, you must have every ounce of strength, every card which may win a trick.

A rule showing so many and such defects can surely be bettered. A new rule must remedy these faults; it must not force you definitely to tell the adversaries wherein lies your strength when they lead trumps; it must not misinform your partner enticing him to the wanton risk of a high card; it must guard all the strength you may possibly need in your best

suit. Such a rule has been formulated and has been in use for nearly a year. It neither assists the wily adversary nor bewilders an attentive partner: it precipitates no mistaken sacrifices nor encroaches upon one's treasured strong suit. This rule is

YOUR FIRST DISCARD SHOULD BE FROM THE SUIT WHICH YOU DO NOT WISH YOUR PARTNER TO LEAD; AND THIS NO MATTER WITH WHOM TRUMP STRENGTH IS DECLARED.

This discard does not mark you with absolute weakness. You may discard from A. K. x, or A. x x, or K. x x x, or Q. x x x, or any such suit. Should the adversaries judge you weak in such a suit and lead up to your hand you may make a doubtful card. If your partner, searching for your suit, leads the wrong one of the other two suits, you will probably have some strength there and you have kept your own suit intact.

Once accept and play by this rule and all confusion disappears. You no longer have two discards but one permanent and definite one. The question of what you shall discard upon your partner's continuing the adversaries' trump lead no longer vexes you. Your play

is ready to your hand and calls for no effort from either you or your partner.

INFERENCES DERIVED FROM DISCARDS.

(Spades are trumps.)

1. Partner discards a heart.

   Of the other two suits lead the one best suited to your hand.

2. Partner discards first a heart, then a diamond.

   Lead him your best club. Having no clubs, lead a diamond; it is his second best suit.

3. Partner discards first a low heart, then a higher one.

   Of the other two suits, lead your better one, he can probably assist on both.

4. Partner discards on a trump lead first a *higher* then a *lower* heart.

   Lead him your best heart—he is making a reverse discard.

5. Partner discards a card higher than the 8 from an unopened suit.

   Lead him a trump—this is a direct call.

6. Partner discards the Ace of an unopened suit.

   Lead him your best card in that suit—he should have the entire command of it.

7. Partner discards the King of an unopened suit.

Lead that suit to him—he has the entire command of it except the Ace.

Remember in discarding that both an Ace and a King need to be guarded with one small card; that a Queen needs two guards, and that a Knave needs three.

CHAPTER XXV.

REVERSE DISCARD.

It sometimes happens that your hand is so composed that you are unable to discard properly without unguarding certain cards. You should now discard first a higher then a lower card of your long suit. Just as a higher card then a lower is a trump signal before trumps are out, i. e., show strength in trumps: so a higher then a lower card in your own suit show strength in that.

For example: You hold one spade, which is the trump; King and one low in diamonds; King, Queen and one low in clubs, and King, Knave, 10, 8, 5, 3, 2, in hearts. Should your partner hold a weak hand you would make a dangerous discard to throw away from either weak suit. Yet should you throw hearts it will appear to be your weak suit. To prevent his possible error in reading your hand you can reverse your discard, throwing first the 3, then

the 2 thus marking this suit as your long one. This you should do only when you are sure such information will help him more than it will the adversaries.

Never discard the lowest card of your strong suit first; if you must discard from your strong suit, throw a higher card reserving the lowest one with which to complete a reverse discard.

CHAPTER XXVI.

FALSE CARDS.

False cards are a part of modern whist as it is now played. It is useless to deny them existence, or argue about their immorality. They are weapons which your adversary will certainly employ against you and therefore you should learn both their value and their use. To afford an adversary information when you can as well avoid it, is contrary to the idea of the game. Your partner is the one whom you are to inform, not the adversary. When your information will help your adversary more than it will your partner, then is the time to withhold it.

But, on the other hand, do not false card wantonly; that is the other and worse extreme. By continually throwing false cards you not only disturb and hamper your partner but you create in him a feeling of uncertainty and distrust of your play.

Always remember that a false card is pointed at the adversary. When it is likely to harm your partner, every excuse for its use is gone.

This then is the broad underlying principle:

WHEN SOME WEAK AND UNPROTECTED PORTION OF YOUR HAND IS ABOUT TO BE EXPOSED TO THE ADVANTAGE OF THE ADVERSARY, A FALSE CARD BECOMES A LEGITIMATE MEANS OF DEFENCE.

Examples.

1. You hold King and Queen of trumps alone. A low trump is led on your right. If you win with King second in hand, the leader holding Ace must finesse against you upon the return of trumps as you may have played King from King alone, or from King and one low. You will thus probably win with both cards.
2. You hold 10 and one small in trumps. Your right-hand adversary leads the King of trumps evidently from four. It is now impossible to make your 10, and by playing it on the King you may discourage him from continuing his lead of trumps. You may later make your small trump by ruffing with it.
3. You hold King and Queen, or King and Knave, alone in trumps. If you are compelled to ruff, and use your King, the adversaries will be likely to force you again thinking you must hold either Ace or no more.
4. You hold Queen, Knave, 10, and one low of a plain suit. The Ace is led on your right; you naturally play low. Upon the King led next your Queen becomes an excellent false card The leader must now either abandon his sui or continue it in absolute ignorance of the position of the Knave and 10.

CHAPTER XXVII.

THE THIRTEENTH CARD.

The thirteenth card of a suit usually should not be led until late in the hand, and then only with a definite end in view: it is rarely right to lead it before the ninth trick.

There are three occasions, before trumps have been exhausted, when the lead of a thirteenth card is of distinct benefit.

1. When you wish your partner to play his best trump upon it.

2. When you wish to allow him to discard and give the adversaries the lead.

3. When fourth hand is marked without trumps.

Second hand usually discards upon a thirteenth card. He trumps in exceptional cases only; as when his partner has called for trumps and he can trump with a high card; or when he has a single fairly high trump which will be sure to fall to the next lead and which may prove expensive for third hand to win.

Third hand has to decide whether his partner wishes him to play his best trump, or to discard. The proper play is usually obvious. If your partner is evidently weak and leads a thirteenth card late in hand, it is probably to place the lead in an adversary's hand to make that adversary lead up to you. Therefore you should discard. But should your partner have ruffed with several trumps, the last one being fairly high, and should he then lead a thirteenth card, the inference would be that he has a high trump or two left and wishes to make them separately from yours; therefore you should trump with your highest trump and allow him to trump again.

It is unwise to lead a thirteenth card while you and your partner have winning cards still to play in other suits, as the adversaries will discard from those suits and thus neutralize any advantage which your play may have gained for you.

When you are marked with all the remaining cards of a suit, each has the value of a thirteenth card and, when led, should be treated as such.

CHAPTER XXVIII.

EXCEPTIONAL LEADS.

There are certain constantly recurring occasions when it is better *not* to make the conventional leads; when you can often gain a trick or two by first testing your partner's hand and inviting his co-operation in your scheme. Several such cases are given.

1. Holding A. K. Kn. or A. K. Kn. x.

   Here it is better to lead King and then change suit so that, upon partner's return of first suit, you may finesse Knave.

2. Holding A. K. x x.

   Here it is often better to lead King and then change suit as in the case above. Your partner may be able to return Knave or Ten for you to finesse.

3. Holding A. K. x x, or A. K. x x x, or A. x x x x x.

   When opening such a suit late in hand, and holding the last trump or trumps, lead a low card; it will best clear your suit.

4. Holding A. Kn. 10, x, or A. Kn. 10, x x.

   Late in the hand after trumps are all played or

when but one remains in, the Knave is often a successful lead. It tempts second hand to cover and thus clears the suit.

5. Leading partner's probable suit.

If, from the adversaries' play or your partner's discard you can determine your partner's suit you should lead to benefit his hand as follows:

Holding two cards, lead the higher.

Holding three cards, lead the highest.

Holding four, including Ace or any two honors, lead high: with a single honor, not the Ace, generally lead low.

6. Leading for the possible tricks.

At the end of the hand, a situation like this often occurs: each player remains with four cards and the last two trumps are marked in some one player's hand. As but two tricks are left to be played for, therefore, in opening a suit, you should lead it as if it were a *two-card suit.* Thus, from Queen and three small you should lead Queen as if from Queen and one small.

CHAPTER XXIX

LOGICAL INFERENCES.

The failure of many players to count correctly their partners' hands, is due largely to their not making the correct inferences at the proper time. Attention is here invited to many simple inferences too frequently overlooked.

It is fair to infer,

1. That if your partner opens the hand with a four-card suit, he has no five-card suit, save possibly trumps.

2. That if he does not continue his suit after the second round of it, it is probably established.

3. That if he ruffs a doubtful trick, he probably has but two trumps remaining.

4. That the player holding but one or two of the first suit led, is likely to hold four trumps.

5. That a player who opens the hand with

a weak suit has no good suit and is playing a waiting game.

6. That in the last case his four-card suit may be trumps, it may be all low cards, or it may contain a tenace or a single high card from which he deems it unwise to lead.

7. That, if you open a suit with a winning card, and the two does not fall, some one is calling or your partner may be unblocking.

8. That, in the last case, if *two* small cards are missing, two players are calling, or one is calling and your partner is unblocking.

9. That if your partner returns your suit before opening his own, he considers yours the best to continue with.

10. That, if your partner leads trumps from weakness, he must be strong in all the other suits or must hold a *postponed* hand.

CHAPTER XXX.

DON'T.

1. Don't change suit without a very good reason: if the adversaries have the winning cards in your suit they are usually bound to make them.

2. Don't lead trumps without a purpose just because you don't know what else to do.

3. Don't lead your partner's suit for the third round until after trumps have been accounted for.

4. Don't "lead through" when long of a suit until after trumps have been accounted for.

5. Don't "lead through" when holding the second best card once guarded.

6. Don't "lead up to" unless willing to force partner.

7. Don't blank an Ace or unguard a King or Queen.

8. Don't finesse if second hand does not follow suit.

9. Don't be so absorbed in leading trumps or your established suit that you fail to note the discards: they are most important.

10. Don't retain the Ace of trumps if your partner wishes you to ruff with it. It is not a permanent investment and can win but one trick.

11. Don't be diverted from your suit because an adversary plays a high card upon your first lead of an honor. If he has no more, whether he trumps or discards upon your second lead, the card he plays will be an index to his hand.

12. Don't be stubborn. If you propose a certain scheme of the game by your play, and your partner deliberately disregards it and advances another, you would better yield to him, he has the latest advices.

13. Don't be always trying for brilliant *coups*, and don't play to the unusual. Be satisfied with a close observance of rules made by players who have devoted their time to patient study of the game. It is the close, conventional, conservative player who wins in the long run, and is popular as a partner.

WHIST UP TO DATE.

PART II.

PART II.

THE MODIFIED GAME.

To my partners,
CHARLES S. KNOWLES,
CHARTON L. BECKER,
and
WILLIAM DONALD,
in appreciation of their study and advice
during the inception
and subsequent tests of this game,
I gratefully dedicate Part II of this book

CHARLES STUART STREET.

April, 1897,

Verbum sat sapienti.

The player who, having something good to do, does it, and having nothing good to do, does no harm, plays sound whist.

In April, 1897, the author first presented the system of whist known as the Modified Game. The favor with which it was then received, and in which it has since become deeply rooted is doubtless due to the dissatisfaction of many players with the exacting restrictions of the straight long-suit game. There is no doubt that while whist-players were vexing their brains with a complicated formula of leads, "Knave followed by Ace shows five, followed by King, shows six, etc.," they were missing many vital points in the game: with them whist had sunk to the level of a mental arithmetic problem, the end and aim of which was the gift and receipt of much useless information. The long-suit game gave no option in the opening. Starting always with the longest suit it laboriously unfolded the numerical holding, regardless of the further possibilities of the hand; regardless of the chances of using such a suit ultimately; regardless of the value of the leader's trump holding.

Modified Whist undertook the emancipation of the malcontents. It offered a broad and elastic system: it advocated long leads from suits wherein there was a fair chance for their

success, and short leads from hands suited to short leads, it smiled upon strengthening cards. But its very breadth and depth made it a quicksand in which inexperienced players were swallowed. They gave it a casual (usually incorrect) trial, proclaimed it worthless, and abandoned it. Yet crude as it was in its early days it broadened and benefited the game wherever it was played ; it awakened players and lifted them from the rut wherein much of their intelligence was stifled ; and it proved an attractive and congenial vehicle for many experts who tested it. Its value is now shown by its endurance. But time has developed certain flaws in its make-up. Experience in playing it with and against the best players in the country has shown changes to be necessary, and these changes have therefore been made. Some leads have been changed, and new points have been added. The system as now printed is what the author believes to be the most scientific way of playing whist ; to be a trick-winner ; and to offer to the average player a fascinating study and pursuit. But it is not reasonable to suppose that the final discovery in whist has been made. Doubtless, ideas of value lurk in the future while plays now cherished will some day be consigned to oblivion.

CHAPTER I.

Argument in Behalf of This Game.

The system of play known as "Modified Whist" is not a mechanical system of sudden birth or arbitrary arrangement. It has not sprung Athene-like from the head of any King of whist. Only after long trial has it been patiently compiled from the long-suit and the short-suit games. It aims to embody the good points of each and to remedy the weaknesses of both.

To the Long-Suiter.

If you, disdaining that mushroom growth the short-suiter with his too often provokingly successful leads, have faithfully played the long-suit game, you must have noticed in it certain flaws; you must have seen vanish tricks which you vaguely felt could have been saved had your system allowed you a different course of action; nay, rather, you often must have seen hands in which the reckless short-suiter has reaped a plenteous harvest by lead-

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ing his weak suit first, not his strong one. But consoled with the idea that in the long run you will win, you have kept on with your conscientious routine game, you have spurned short leads and have played your fourth best from useless suits because you have known of nothing better upon which to rely.

The corner-stone of the long-suit game is this: "Your first lead should be from your longest suit." Under this banner men have fought and died in the faith; hands have been righteously opened and hopelessly wrecked; proud Kings and reluctant Queens have been torn from partner's hand only to be slain by the adversary; alluring singletons and savory short suits have been alike powerless to divert the long-suiter from playing his long suit first regardless of what it consists.

For instance, have not you, yourself, without trump strength, often opened a four-card or five-card suit, nine high or ten high, and caused your partner to lose a King or Queen third hand upon it? Do you think it was sufficient compensation to him for such a loss to know that you had three or four more in that suit although you probably failed to win a trick with any one of them?

Or again without strength in trumps have

you not opened a four-card suit of A. Q. x x, or A. Kn. x x, or K. Kn. x x, and found all the strength of that suit against you and made but one trick, possibly none, in it? If you had waited for some one else to open that suit, would you not have fared much better?

Or again, without trump strength, have you not opened a four-card suit with a single King, or Queen, or Knave in it and found all the strength of that suit against you and seen your high card fail to win a trick? If you had let some other player open that suit might not your court card have won? In short are you not obeying the letter and not the spirit of the law? Are you not trying to establish, as in the first instance, suits which in the great majority of cases can never be established, or to bring in, as in the other cases, suits in which there is nothing to bring in?

TO THE SHORT-SUITER.

If you, pitying the pathetic efforts of the wooden long-suit player as he blindly tries to cast all hands, be they large or small, round, triangular, or oval, in his one little square mould, if you, I repeat, have led singletons and short suits and later have eagerly trumped those suits, you must have noticed certain flaws in your system; you frequently must

have shaken your partner's confidence in you, by calling upon him to play sometimes upon a lead from length, other times upon a short lead, he could not tell which, being absolutely in the dark as to what you held in your hand.

Have you not often led a singleton or a two-card suit although you held strength in trumps, *i. e.*, four or more, and, after you have been forced several times, have not the adversaries exhausted your remaining trumps and triumphantly brought in their long-suit?

TO ALL WHIST PLAYERS.

You must realize that there is one great, important point in whist which is so great that it transcends all others. That point is this:

THE PLAYER WHO OPENS A SUIT WITH A SMALL CARD DOES SO AT A GREAT COST; THIS COST HE SHOULD INCUR ONLY WHEN HE IS FAIRLY SURE THAT HE CAN RE-IMBURSE HIMSELF AND HIS PARTNER BY A SUBSEQUENT GAIN IN THE HAND EITHER BY ESTABLISHING THE SUIT OR BY RUFFING IT.

Forgetful of this the long-suiter errs in his low leads from *useless* five-card suits and in his ruthless exposure of single court cards and tenaces in four-card suits when he has no

strength in trumps; and the short-suiter errs in his lead of a singleton or a two-card suit when he has such strength.

The Modified Whist player, however, comes to the fore with this principle firmly in mind and outlines his game as follows: while he leads his longest suit *when he holds strength in trumps*, no matter of what that suit consists, whether it contains real or possible tenaces, or has not a card in it higher than the six, he halts there. For with no strength in trumps he avoids, if possible, opening such suits.

While he often leads short suits and even singletons when weak in trumps, he never makes such leads when holding strong trumps *or* some good suit which can readily be established.

In short then if you are to become a Modified Whist player you must build your game upon these five principles.

(Throughout this part of the book by a small card is meant a card under the nine.)

1. DO NOT LEAD YOUR LOWEST CARD FROM A SUIT WHICH YOU ARE UNLIKELY TO ESTABLISH OR AT LEAST TO PROTECT.

2. DO NOT LEAD YOUR LOWEST CARD FROM A FOUR-CARD SUIT NOT CONTAINING TWO

HONORS, OR AN HONOR (NOT THE KNAVE) AND THE 10.

3. DO NOT LEAD A SINGLETON OR ANY SHORT SUIT WHEN YOU HAVE STRENGTH IN TRUMPS.

4. UNLESS HOLDING TRUMP STRENGTH, AVOID LEADING FOUR-CARD SUITS CONTAINING A. Q., A. KN., K. KN., OR A SINGLE KING OR QUEEN OR NO HIGH CARD.

5. ALWAYS LEAD YOUR LONGEST SUIT NO MATTER OF WHAT IT CONSISTS WHEN YOU HAVE FOUR TRUMPS.

Trump strength or trump weakness is usually the one point which decides the treatment of the hand.

To build a permanent structure upon such a foundation requires new plans and a new style of architecture. Most of the high-card, number-showing leads must be abandoned; so too must go the fourth best lead with its trivial information often so advantageous to the opponent. In short you must begin with a clean score and allot as far as is possible to each card or to each lead, a certain definite and unchanging meaning which shall announce far more than the long-suiter's cry, "This is my long-suit in which I may or may not take tricks;

be content with this, of the rest of my hand I am powerless to speak:" far more than the short-suiter's cry, "Of this suit I have a scarcity; return it early and often so that I may shelter my trumps ere these Philistines extract them!"

And yet the moment it is proposed to divide the cards into groups, giving each group a certain, definite meaning, the long-suiter wags his solemn head and croaks, "artificial system" or "arbitrary conventions." This he does forgetful that his own game—nay, that any system of whist for that matter, is clad in a panoply of such conventions.

Why should the lead of a King in the long-suit game show but four in the suit? Is there any deductive reasoning in such a rule? If not, what is it but an arbitrary convention? Why does Ace when followed by Queen show four and when followed by Knave, five or more? An arbitrary convention. What is a signal for trumps but the result of an agreement so to consider the play of a higher and later a lower card? An arbitrary convention. What is the corner stone of the long-suit game, the lead of the longest suit first? An arbitrary convention. No! Sir Long-suiter, don't accuse this system of founding itself upon arbitrary conventions—your game is rid-

dled with them. The only difference existing between your conventions and those upon which this game stands, lies in the fact that these are more clear, more comprehensive, more useful. No system can exist without conventions; some known platform must be agreed upon else the playing of two hands in successful union is impossible, and the game, as far as intellectual effort is concerned, ranks on a par with blind-man's buff.

Therefore, as some conventions are necessary, all you have to do is to accept the few and easily learned conventions of this system of Modified Whist and you are able at once to tell your partner by your original lead not only whether you are on the attack or on the defense, but also exactly what particular set of tactics you deem best suited to your hand.

THE ORIGINAL LEAD.

The modified game recognizes seven ways of opening a hand. These are divided into the Attack and the Defense.

Under the Attack we have,

1. The Lead of Strong Trumps.
2. The Lead of Weak Trumps.
3. The Lead of the lowest card in the suit, usually a 2, 3, or 4.

Under the Defense we have,

1. The Lead of Ace, King, Queen and Knave.
2. The Lead of a strengthening card, *i. e.* Queen, Knave, Ten or Nine.
3. The Lead of the 5, 6, 7, or 8, either as an intermediate or as a short suit.
4. The Lead of any singleton, or two-card suit.

CHAPTER II.

THE ATTACK.

1. The Lead of Strong Trumps.

By strong trumps a suit of four or more is meant.

With *six* trumps it nearly always pays to lead them, certainly if they contain high cards. In certain rare cases where an honor is turned to your right and you have no suit or no good cards to make, you may prefer to lead a strengthening card in a weak suit; you may thus provoke a trump lead from the adversaries. Still in the long run you are more likely to win than to lose by leading from six trumps at once.

With *five* trumps containing three honors you should generally lead them at once: with two honors, one honor, or none, and no four-card suit it is imperative to lead them: but with a four-card or five-card suit which needs help from your partner for its development,

lead the plain suit first, as he may be able to ruff it, and thus aid you in establishing it.

With *four* trumps and three three-card suits, the trump is usually the best lead regardless of what the plain suits contain.

With a few exceptions the system of trump leads is nearly the same as that described in the long-suit game, pages 51 and 52. The system in full is here given including all variations.

The Strong Trump Leads.

Holding any three honors, or holding both King and Queen with the 10, lead as in plain suits, American Leads.

In detail,

1. Lead ACE with
   A. x x x x x x (+).
   A. K. Kn. x x (+).
   A. Q. Kn. x (+).
   A. K. x x x x (+).

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2. Lead KING with
   K. Q. Kn. x.
   K. Q. 10 x.

3. Lead QUEEN with
   A. K. Q. x x (+).
   K. Q. 10, x x (+).
   Q. Kn. 10, x (+).
   Q. Kn. 9, x (+).

4. Lead KNAVE from
   A. K. Q. Kn. x (+).
   K. Q. Kn. x x (+).
   A. Kn. 10, x (+).
   K. Kn. 10, x (+).
   Kn. 10, 9, x (+).
   Kn. 10, 8, x (+).

5. Lead 10 with
   10, 9, 8, x (+).
   10, 9, 7, x (+).

From all other combinations, it is generally better to lead the fourth best. Sometimes when opening a low trump from a suit of five it is better to lead the lowest of the suit; such a lead would be in the nature of a false card which could not harm one's partner and might tempt an incautious adversary, marking you with but four, to pursue the trump lead to his own destruction.

CHAPTER III.

THE ATTACK (continued).

2. The Lead of Weak Trumps.

By weak trumps a suit of three or fewer is meant.

The lead of three trumps, two trumps or even a single trump is advantageous in four cases.

(a) Holding a great suit practically established with guards in the other suits.
(b) Holding strength in *all* the other suits.
(c) Holding a *postponed* hand. (See page 26).
(d) Holding a great suit practically established with *one sure* card of re-entry. A trump lead from such a hand is a speculation ; it can rarely lose more than one or two tricks and often gains four or five.

The Weak Trump Leads.

Holding A. Q. x, A. Kn. x, K. Kn. x, lead low.

Holding Ace and two low, or K. and two low, or Queen, and two low, lead the *middle*

card even if it be a 10 or 9. While this lead can hardly confuse your partner, to whom you wish simply to convey the information that you want trumps out, it may upset the opponents especially when you play the low card on the second round. As you have apparently led from weakness they will often finesse against you on the second or third round and thereby allow you to win a trick which you could not otherwise secure.

Holding three trumps containing two honors in sequence, lead the highest.

Holding no card above the Knave, lead the highest.

Holding any two trumps, lead the higher.

CHAPTER IV.

THE ATTACK (continued).

3. The Lead of the Lowest Card of Your Suit, Usually the 2, 3, or 4.

Than this, there has been devised in whist no lead more important, more informatory, more useful. It not only announces a suit worth trying for, but it also proclaims either a certain degree of trump strength or certain cards of re-entry in the side suits.

This lead means much more than the old fourth-best lead and encourages your partner to add such declared strength to his own hand and to play a more forward game on that account. Unless, however, his hand was strong enough to warrant an immediate trump lead before you led your suit, his best play is to return the plain suit first in order to develop and establish it if it be a strong suit, or to enable you to ruff it should it happen to be a short suit or a singleton.

Sometimes it happens that the lowest card you have is a 5, 6, 7, or 8 in which case it might be imagined that confusion would arise. But the drop of the cards and the fact that you are playing up in the suit will usually make the position plain to your partner.

After the suit is proven to be long, your partner should be able to count upon you either to establish it, or to prevent the adversaries from establishing it against him.

CHAPTER V.

THE DEFENSE.

1. The Lead of Ace, King, Queen, or Knave from Suits of Four or More.

The Ace is led from suits of six or more; also from suits wherein it occurs with the Queen and the Knave in which latter case it is followed by the Queen from suits of four and the Knave from five or more. It is also led from suits of exactly five when the hand is otherwise very weak, or contains a single card or *none* of another suit. In this last case the probability is that some one else holds but a single card of your suit: if the player holding such a single card be an adversary, it behooves you to make your Ace while you can; if he be your partner, and should lead, as he probably will lead, the suit of which you hold a singleton, a double ruff may be established at once and a handsome crop of tricks be the result.

The Ace led followed by King shows a hand of little value, and informs partner that you

are simply making your good cards while you have the chance and that he must expect little or no aid from you.

The Ace led followed by Queen, Knave or a small card shows simply that you deem it wise to make your Ace, and are trying to clear the suit so that you may use it to harass the adversaries with or to win tricks with as occasion may present.

The Ace followed by any small card *except the lowest*, shows a hand of no very great strength, with but few other tricks in it—a hand more adapted to defensive than to forward play.

The Ace followed by the lowest card shows a suit of exactly *five* cards with a singleton or none of another suit.

The King led followed by Ace, means that there are further possibilities in the hand; that you think it best to take in those two tricks at once, but also that you will be heard from again, later in the hand. In short it implies some reserved strength. The King led losing to the Ace shows the Queen and a long suit; or the Queen and the Knave in a suit of any length; or the Queen and the Ten in a suit of any length. There should be some

strength back of this lead either in length or other high cards, as the lead from King, Queen, and one or two others is avoided if possible.

The Queen is led from Queen, Knave, Ten and one or more, or from Queen, Knave, Nine and one or more.

The Knave may be led from a suit of any length in which it occurs with King and 10. It is also led from Knave, 10, 9 and one or more, or Knave, 10, 8, and one or more.

The lead of Knave is a good one to return. If from a strong suit, your return lead will probably clear it; if from a weak suit the adversaries, holding the high cards, must make them and your return lead will do no harm

It is certainly better, therefore, to return a suit opened by your partner with Knave than to open anything but a good strong suit of your own. Just as in the long-suit game, the Knave shows either extreme strength, or extreme weakness and is a doubtful card, so in the Modified Game the same is true.

CHAPTER VI.

THE DEFENSE.

2. The Lead of a Strengthening Card.

Nowhere does the Modified Game differ more from the *strict* long-suit game than in the frequent use made of the lead of a strengthening card. In the play of a hand containing either strong trumps, or a good suit, the two systems are at one; but given a hand wherein the longest suit is of but four cards, with no trump strength, and the systems are at once opposed. For, while the strict long-suiter leads low from A. Q. x x, K. Kn. x x or x x x x, the player of the Modified Game refuses so to do, unless holding strength in trumps, deeming such leads contrary to his idea of sound whist. With a four-card suit in such condition that he cannot open it he casts around him for some other lead. Or rather he decides that here is a hand in which the opening lead is apt to prove a detriment rather than a benefit, and so he aims to transfer that lead

to an adversary with the knowledge that eventually his own best suit will, in all likelihood, be opened by some one else more advantageously to him than if he should open it himself.

The *strict* long-suiter is here spoken of, for dissension stalks abroad in the long-suit camp and many otherwise sound long-suit players have profited by bitter experience and have already adopted this much of the enemy's tactics; so that the player who leads the 2 from 7, 6, 4, 2, is happily becoming rare with the prospect of soon merging, like the Dodo, into a historic past.

It is often argued that a strengthening card is led to assist one's partner and that with two adversaries and but one partner the chances of success are adverse. A different view of the lead of a strengthening card is here suggested. The Modified Whist player leads it, not because it is frequently a short lead and he is playing for a ruff; not because he thinks it will greatly benefit his partner though this is what he hopes for; but because he has no good plan of action which will tend to make tricks for him and so he places the lead elsewhere. In fact, this lead is often of the greatest benefit when the adversaries hold all the high cards of the suit so led. A player holding the Ace and the

King of a suit will probably make them both. If you lead a ten and compel him to play his King, what do you do? You simply allow him to win with a card he was sure to win with thereby depriving him of a re-entry card; and you compel him either to continue that suit or to lead some other in which you hope to win tricks. He cannot continue his suit forever and after exhausting it must lead something else. He may not wish to, he may distinctly prefer not to, but like yourself he must lead, and so your suit is often opened up to you as you had hoped and longed for.

The lead of a strengthening card is as informatory as any of the other openings; it tells your partner that you have no plan of campaign to advance and that any trick you may take will come later. It leaves him free to propose any set of tactics and many times materially assists him by its demoralizing effects on the opponents; they hesitate to open any suit up to you as they fear your concealed strength in tenaces or single court cards. In short this lead rarely hurts and often aids your partner; it costs you nothing to make it; and it often draws from an adversary a re-entry card he would much prefer to retain. Having led a strengthening card and having again re-

gained the lead, continue with the same suit unless you have learned from the drop of the cards that another would be better for your partner.

LEAD.

Queen only from Q. Kn. x, or Q. Kn.

Knave from Kn. 10, x, or Kn. 10, or Kn. x.

Ten at the head of any suit of two, three, or four cards, preferably when it occurs with the nine.

Nine at the head of any suit of two, three, or four cards, preferably when it occurs with the eight.

A weak suit headed with a card below the 9 should be avoided as long as possible.

With many short-suit players it has long been a favorite play to lead Queen from Queen and one small. The author wishes to state that he considers this play a sure loser in the long run. The Queen if retained often wins over third hand on an original lead from the left; it often wins on the second round owing to the original leader's finessing Knave from Ace, Knave, or King, Knave, on the return of his suit; it often wins fourth hand on a strengthening Knave led; and at second hand is placed most advantageously on the same lead.

The same method of reasoning applies to the Knave and two small. Unless the Queen occurs with the Knave, or the Knave with the 10, either card when led is more apt to benefit the adversary than one's partner.

Of course the value of the lead of a Queen, or Knave, or 10, or 9, as a singleton is great; in many otherwise colorless hands such a lead may secure larger results than any other opening. At present the much-abused singleton lead occupies by no means the disgraceful position accorded to it a few years ago. No doubt by many thoughtless players it is worked to death; but in the hands of a fearless expert, and at the proper occasion, it becomes a woful weapon and often produces a deadly cross-ruff, impossible to check or interrupt.

CHAPTER VII.

THE DEFENSE.

3. The Lead of an Intermediate Card Usually the 5, 6, 7, or 8.

Just as the lead of the lowest card shows a long suit which you promise to control and which you declare worth playing for, so the lead of an intermediate card, more often a 5, 6, 7, or 8 announces a suit which the peculiar composition of your hand forces you to open. It may be a weak suit of four cards which you lead because you have trump strength; or it may be a suit containing only one honor. By such a lead you are able to tell your partner that you wish to play for this suit, but that he must not count upon your holding great strength in it. It may possibly be a short suit or a singleton, in which case it is better for him to return it unless he has a good well-defined plan of his own.

In leading a suit of four weak cards, the

best method is to lead the top when holding nothing above the 8 ; to lead the 9 only when it occurs with the 8 ; and the 10 only when it occurs with the 9. Upon leading or following the second time from the suit *do not drop to the lowest card.* Such a play would mark you with but two cards. The first, second, and third plays from several combinations are here given. In all these cases the leader can be counted with a third card after two rounds.

From	Play
10. 9. 5. 3.	10–5–3.
9. 8. 7. 4.	9–8–4.
9. 8. 5. 2.	9–5–2.
10. 7. 4. 2.	7–4–2.
9. 6. 3. 2.	6–3–2.
8. 6. 5. 3.	8–5–6.
6. 5. 4. 2.	6–4–5.

In leading from suits of five the same principle of retaining the smallest card after the second round applies.

CHAPTER VIII.

THE DEFENSE.

4. The Lead of a Singleton, or a Two-card Suit.

Any hand which does not contain a long suit headed by Ace and King, or by King and Queen, and also does not contain trump strength; or which has no long suit possible to establish and bring in by means of re-entry cards which are also present, justifies a singleton lead. A singleton Ace is rarely a good lead. A singleton King is not a good lead. But any other card from the Queen to the 2 may be led in a hand wherein no good plan of action appears. If you can use one of your two or three trumps to ruff the adversaries' high cards in your short suit, you will probably gain thereby. The fact that any low card may be led as a singleton, renders it nearly imperative for your partner to return your plain suit once before leading trumps, unless that plain suit is well protected in his hand.

The reasoning in favor of a singleton lead applies equally well to the lead of a two-card suit, headed by any card under the Queen in a similar class of hands.

CHAPTER IX.

PRACTICE HANDS.

For the benefit of the student, twenty-five hands are herewith given wherein he should first use the knowledge he has thus far gained of the game, to select the proper lead, and then assure himself of the correctness of his judgment by referring to the Key printed after the list of hands.

Spades are trumps. What would you lead, holding,

Spades. Hearts. Clubs. Diamonds.

1.–K. 10, 8, 2.–10, 3.–A. Q. 4, 3.–8, 7, 5.
2.–Kn. 10.–Q. 7, 5.–Q. 10, 4, 2.–K. 8, 6, 3.
3.–A. K. Q. 9, 7.–9, 5.–K. 7, 2.–6, 4, 3.
4.–Kn. 4, 2.–7, 6, 4.–K. Q. 5, 3.–K. 8, 2.
5.–A. Kn. 6, 5.–4, 3.–K. Q. 9, 7, 3.–A. 5.
6.–8, 6, 2.–Q. 7, 5.–K. Kn. 8, 5, 3.–9, 3.
7.–9, 5.–A. Kn. 10, 7, 6.–Q. 8, 5, 4, 2.–7.
8.–Q. 10, 7.–7, 3, 2.–A. K. 6, 4.–8, 5, 4.
9.–A. 6, 4, 3.–K. 9, 3.–A. Q. 7, 2.–6, 4.

Spades. Hearts. Clubs. Diamonds.

10.–A. K. 7, 6, 4, 2.–Q. 5.–4, 3.–6, 4, 2.
11–A. Q. Kn. 7, 3.–10, 7, 3, 2.–K. Q. 5, 4.
12.–K. 10, 3.–Kn. 8, 5, 4.–Q. 7, 3.–A. 4, 2.
13.–9, 7, 2.–A. 5, 2.–A. K. Q. 9, 7.–10, 4.
14.–4.–K. 10, 3.–K. Q. Kn. 8, 7, 5.–Kn. 7, 6.
15.–K. Q. 7, 4.–7, 3.–A. K. 8, 7, 3.–K. 4.
16.–A. Q. 10, 7.–Q. 10, 7.–A. Q. 4, 2.–K. 3.
17.–10, 2.–K. Kn. 7, 3.–A. Q. 8, 2.–6, 5, 2.
18.–K. 4.–K. Kn. 7, 3.–A. Q. 8, 2.–6, 5, 2.
19.–Q. 10, 7, 5.–Kn. 9, 2.–Kn. Kn. 10, 4, 3.–10.
20.–9, 8, 6, 4.–A. Q. 4.–K. 6, 3, 2.–10, 2.
21.–A. 7, 2.–K. 8, 4.–K. Kn. 7, 2.–10, 7, 3.
22.–9, 8, 2.–10, 7, 4.–A. 10, 7, 6, 3.–8, 6.
23.–K. 8, 2.–Q. 7, 4.–A. 10, 7, 6, 3.–8, 6.
24.–K. Q. 4, 3.–A. 5.–A, 9, 7, 6, 4, 3.–7.
25.–8, 7, 6.–10, 8, 7, 5.–A. K. 7, 4, 2.–9.

Key to the Leads.

1.—3 of Clubs. Long suit with four trumps.
2.—Kn. of Trumps. A possible trick in every suit.
3.—Q. of Trumps, then A.
4.—K. of Clubs.
5.—K. of Clubs. Disregard number.
6.—9 of Diamonds. Play for a ruff.
7.—Ace of Hearts. Holding a singleton.
8.—K. of Clubs.
9.—2 of Clubs. With four trumps.

10.—Ace of Spades. Holding six.
11.—King of Diamonds.
12.—5 of Hearts. Dangerous to open anything else. Open this to protect your hand.
13.—K. of Clubs.
14.—4 of Trumps.
15.—K. of Clubs.
16.—2 of Clubs.
17.—10 of Trumps. You can open nothing else.
18.—3 of Hearts.
19.—3 of Clubs.
20.—6 of Clubs. Don't open short with four trumps.
21.—10 of Diamonds.
22.—8 of Diamonds. Weak in trumps, so play for a ruff.
23.—3 of Clubs. With other strength you can lead low.
24.—Ace of Clubs. Because you hold a singleton.
25.—A. then K. of Clubs, and then 9 of Diamonds.

CHAPTER X.

SECOND LEAD, SECOND HAND PLAY, THIRD HAND PLAY, AND UNBLOCKING.

Second Lead.

In leading a second time from the suit you have opened, you should try to make it clear to your partner whether it is a strong or a weak suit. Having led Knave from King, Knave, 10, and others and having lost to the Queen, you should continue with King, and not 10; the second round will thus clearly show that the suit is established in your hand.

Having led the 6 from King, 7, 6, 2, (playing the third method of defense) continue not with the 2 but with the 7 and show plainly a long suit; for a hand might occur in which you would be forced to lead a 6 from 6 and 2 alone, and such a lead on the second round, you would certainly wish your partner to read as short.

Therefore you should bear in mind when your partner's second lead is higher than his first, that his suit is long and probably strong;

conversely when his second lead is lower, his suit is probably short. Not only note this carefully but see that your own leads correspond so that your partner may be similarly informed.

If, after opening a weak suit, you regain the lead, it is usually better to continue with your original lead. If the adversaries have all the strength in such a suit they are usually sure to make their high cards.

Second Hand Play.

The play of Second hand in the Modified Game is the same as given in the long-suit game, pages 27-33, with the exception that the King and the Knave are usually played when they have but one guard.

Third Hand Play.

Third hand should be most careful to note partner's lead, and accepting the information given by it, fit his own hand thereto.

Thus upon your partner's lead of high, strong trumps, you should discard so as to show wherein your strength lies; your partner may have simply a host of trumps and be searching for some indication of a strong suit in your hand.

Upon your partner's opening weak trumps,

you should help him to exhaust them, leading them yourself at every chance. The one possible time when you might hold back would be when holding the second best once guarded; here it is often better to wait and let your partner lead again. In all other cases, follow his lead and draw trumps, playing him for good cards or a good card in every suit. Thus if your partner opens the nine of trumps and second hand wins it and leads low from a plain suit in which you hold A. K. x, you can play low as your partner should have some strength in that suit, probably Knave or Queen.

When your partner leads the lowest card of his suit, unless the suit is well protected in your own hand or you can read him for sure strength, (as when you win with the Queen, marking him with Ace or King) you should return the suit to him once before leading trumps. Occasionally you may lose a trick by so doing, but remember that countless hands are wrecked through premature trump leads. It is better to err on the safe side.

When your partner leads Ace, King, or Queen, in a plain suit, you have no responsibility, save to call for trumps holding five, or four good ones. When he leads Knave you must be on the alert, for this is the one doubt-

ful card. It is a good lead to return as he may have considerable strength in such a suit. Here you must watch the cards keenly and again protect the second best once guarded. Thus when partner leads Knave, and fourth hand wins with Queen, you, holding K. x, left in your hand, should not return that lead. Wait, and let partner lead it again.

When your partner leads a sure strengthening card, remember it is to help you. He has no good plan of action and is playing a waiting game. You are free to do as you please; he stands ready to assist you. Therefore don't hasten to return such a lead unless you distinctly wish to, as you are not returning his suit and he has nothing to establish. On the ten led you would better pass at third hand except with A. K. x, (+) or K. Q. x, (+) or A. Q. x, (+).

Upon his lead of any other card than his lowest, you would better continue and develop his suit. The one-suit game is the best to play as it is suited to both long and short leads.

Remember that late in the hand the strength originally vested in the small-card leads, has ebbed; their tale must be told early in the hand or else their added meaning no longer exists. Thus after you have led a weak suit,

the lead of a low card later on in the hand means nothing more than any low lead in the ordinary or garden variety of whist.

Unblocking.

The principle of unblocking with a suit of four or more is observed in Modified Whist as in the long-suit game, except that it is applied to every lead. It is well to begin to unblock upon your partner's lead of Knave, 10, or 9, should the lead prove to have been from a short suit you can play your small card upon the third round of the suit.

It is essential for your partner to read your holding in his suit upon the first round; therefore your play of the lowest card you could hold would show not more than three; any other card, four or more.

An Unblocking Lead.

It sometimes occurs, when trumps are quite or nearly exhausted, that one leads more in the hope of finding some strong suit of one's partner than of making any cards of one's own. For instance, spades are trumps and partner discards a club; now diamonds or hearts will prove to be his long perhaps strong suit. With nothing in diamonds, you thoughtlessly open a suit like King, 10, 9, 6, or Queen, 9, 8, 3, or

K. Kn. 9, 5 with the smallest card ; you thereby may make a fatal error. Should you find your partner long of that suit, the cards may so fall that you cannot get out of his way, and may lose several tricks. It is just as simple to lead the third-best. Should partner develop great strength, the retention of the small card may prove of vital importance. Therefore remember

AFTER TRUMPS ARE ACCOUNTED FOR, IN OPENING A SUIT OF FOUR IN WHICH YOUR PARTNER MAY PROVE LONG, LEAD THE THIRD BEST, AND NOT THE LOWEST.

CHAPTER XI.

LEADING THROUGH AND UP TO, TRUMPS, DISCARD.

Leading Through and Up To.

The rules for these plays are in no way different from the ones which obtain in the long-suit game. Those will be found on pages 64-67 and should be carefully studied and observed.

Trumps.

You seldom call for trumps on the opponent's leads. Such a call has been found to be dangerous. It rarely pays and so often proves disastrous that it has been given up. Upon partner's lead, however, a trump call is so often of such great benefit, that it has been retained and is played in the usual way.

With four or more trumps you should ruff with your third best unless too valuable; you should echo with three exactly and give a sub-echo with four or more. These plays have been explained fully in the long-suit game.

Discard.

The rule for discard, in this system differs slightly from that now used in the long-suit game, and which is explained on pages 75-80. It is:

YOUR FIRST DISCARD SHOULD BE FROM WEAKNESS EXCEPT IN THE ONE CASE WHERE THE OPPONENTS OPEN THE HAND WITH TRUMPS, WHEN YOU SHOULD DISCARD FROM STRENGTH.

The reverse discard shows strength in the suit thus discarded from.

The Rotary Discard.

Despite the fact that many writers decry the rotary discard as a private convention not worthy of whist, the author firmly believes in its utility and appends the system of using it.

The general rule for discard has been given. But there are constant occasions when you can anticipate the fact that you will have but one discard—one chance to tell your partner the information that he hungers for and must have. To give such information, it is only needful that some order of the suits shall be agreed upon, preferably as their initials occur in the alphabet, Clubs, Diamonds, Hearts, Spades, and that the discard of a card from any suit shall indicate strength in the suit next in order,

skipping the trump suit. Thus if diamonds are trumps a heart would indicate spades; a spade, clubs; and a club, hearts. If this information is given to the entire table, there can be no question as to its fairness; the author well remembers a hand he once held containing Kn. x x of hearts (trumps); K. x of clubs; 7 of diamonds; and A. K. 10, x x x x of spades. Anxious to save a game apparently lost, he led the Knave of trumps. Second hand covered with the Queen and partner won with King. Partner then played Ace, 10, and 9 of trumps exhausting them all and giving the original leader one discard. It had been explained to the adversaries that the rotary system was to be used and so they as well as the leader's partner knew full well what the 7 of diamonds meant when it was discarded. Partner abandoned a good suit of his own and led Knave of spades, whereupon all the spades were brought in and the hand resulted in a gain of five tricks—impossible in any other way.

By all means explain the rotary discard to your adversaries. Their right to know it, and your courtesy demands its explanation. But even with full information, they are usually helpless, and frequently a great suit is brought home in spite of their every effort.

CHAPTER XII.

THE STREET ATTACHMENT.

While it is now a simple matter to inform your partner correctly as to the probable value of the suit you open and while you can tell him more about your hand by one lead than you have ever been able to before, yet when the hand is opened by the adversaries, or when a suit is led by them, the ordinary play offers you no means of informing your partner by your play at second hand or fourth hand how many of that suit you hold. Such information the "Street Attachment" enables you to give. As you do not call for trumps on the adversaries' suits, you can use the play of a higher followed by a lower card for a far different purpose, namely to show as a rule no more of the suit. This play has been expanded during the past year to show either no more or the command, the idea being that the one so playing can win the third round either with a high card or by trumping in. Upon the basis of this simple play has been worked out a system of play on

the adversaries' leads by which your partner can read your holding in any suit led.

Therefore holding two exactly, or three or more with the King or Queen, play next to the lowest first and then the lowest.

Holding three but no honor, play first the middle card, then the highest and then the lowest.

Holding three, one of which is the Knave, or holding four or more, you play the lowest card first. As the result of this rule, it is evident that, the instant your partner plays higher on the second round of the adversaries' suit than he has played on the first, *he must have a third card left in that suit.* Therefore it is useless to lead that suit for him to ruff, and should you remain with the command after the second round you can easily decide upon the advisability of leading it, knowing that he must follow suit. As examples of playing the attachment:

Holding	Play
7, 2.	7 then 2.
9, 7, 2.	7 then 9.
Q, 7, 2.	7.
K, 5, 3.	5.
10, 8, 4, 2.	2.

NOTE—If the higher of two cards is A. play low; with any other honor, play high.

As examples of reading correctly your partner's playing of this attachment the following will suffice:

Upon the adversary's lead of Ace, your partner plays the 6; when the King is led next partner plays the 3. Either he has no more and has therefore eleven cards to be apportioned among three suits or he holds the command—the Queen.

Or upon the adversary's lead of King, your partner plays the 5; upon the Ace led next he plays the 7. He must have another card in that suit not the Queen.

Or again, the adversary leads the Ace and your partner plays the 2. Upon the King led next, partner plays the 4. He must have either the Knave or at least two more.

The play of the higher and then the lower card in the adversary's suit is not a command to your partner to lead that suit for you to ruff. It simply allows him to count the rest of your hand more nearly accurately than he otherwise could.

While sometimes the play of the attachment seems to help the adversary yet more often it leaves him in dire perplexity. For instance, he opens a five-card suit with Ace and King upon which you, at fourth hand, play first 4

and then 2. He is in doubt whether you are showing no more and will ruff, or whether you have the Queen. Or again the leader leads from Ace, Knave and others; his partner wins with the King and returns the suit. The original fourth hand, now second hand, plays lower, as the suit is returned, than he played at first. The original leader doesn't know whether to finesse or not. If the adversary is showing out, the leader would better play his Ace; on the contrary, if the adversary is showing the Queen, the leader should finesse.

The play of the attachment often serves to indicate a tenace suit which you wish led up to you. Should you open a weak suit and later show but two of the adversaries' suit, your partner must be driven to consider that what strength you have must lie in the third suit.

The attachment is not an essential part of the game. It can be played or not as players agree beforehand. The author believes, however, that it is a trick-winner and that two skillful players by using it can keep each other more clearly and more directly informed as regards the composition of their hands and the value of their different suits than by any other known method of play.

Almost in a line with the "Attachment" is the following method of playing trumps upon the adversaries' lead. This is beneficial in that the knowledge given rarely benefits the adversaries, but often allows one's partner to play to advantage the third round himself, or hinders him from so doing. Briefly, the method is,

Holding two, play the higher.
Holding three, play the lowest.
Holding four or more, play third best first and then fourth best.

In playing two trumps on a low lead, play any honor save Ace second in hand. On a card higher than your best trump, play your higher trump only when it is under the 10. This same rule obtains at fourth hand after the trick has been won.

CHAPTER XIII.

FINESSE.

In the first part of the book, pages 72-74 will be found the subject of finesse mapped out and explained for all whist players.

Players of Modified Whist have a little more latitude on this subject—in fact they should finesse rather more deeply than is usually permitted in the long-suit game.

As general rules, the following are true: you can finesse,

Queen from Ace, Queen, and one or two low —not more.

Knave from Ace, Knave and one low. Never from King, Knave and others, except upon a lead which is surely weak like the 8 or 9.

Ten from Ace, Knave, 10, alone, or with one low and a fairly strong hand: or from Ace, 10, and one low; from King, 10, and one low; or from Queen, 10, and one low.

These finesses are equally good in plain suits or trumps, especially in the latter when partner opens from four exactly. After winning

with the 10 or the Knave it is usually better to wait for your partner to lead again so that you may capture the high card second hand holds. Your partner, on the other hand, should lead if possible a card as good as the one you finessed in order to force second hand to play high.

CHAPTER XIV.

CONCLUSION.

The author has been asked so often what he thinks of the relative merits of the modified game and the long-suit game that he takes this occasion to express his opinion. He firmly believes that the long-suit game when played according to the rules laid down in the first part of this book, is the best game for the majority of persons to learn and play. That system has stood the test of time and has been proven sound and trustworthy. But for advanced whist players, for players who have tired of a game they know so well and who thirst for something which taxes to the utmost their memory, judgment and skill, the modified game comes as a novelty. And it must be confessed that there is a fascination in the bold attack of the latter system; there is a comfortable economical feeling in the wise defensive leads; there is a keen, intoxicating delight in seeing one's partner's hand become

more and more luminous as each suit is counted and registered and the end-plays become double dummy problems.

The one great obstacle in the road of a player wishing to follow this system is the lack of a good partner. Once given two trained players, who can count, place and remember the cards ; let them play perfectly this game as outlined in these pages and the author believes that in the long run they will prove invincible.

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